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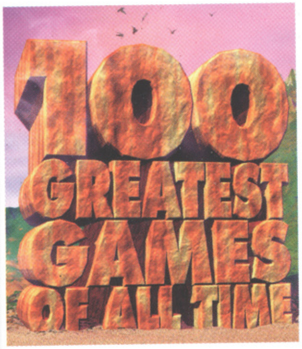
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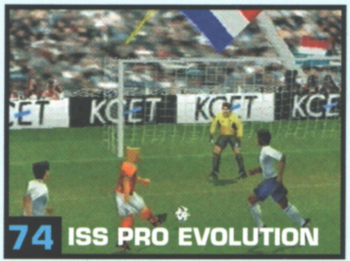
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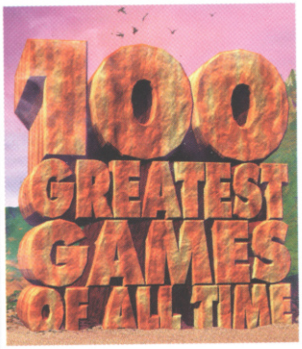

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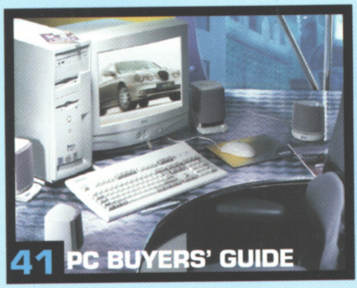

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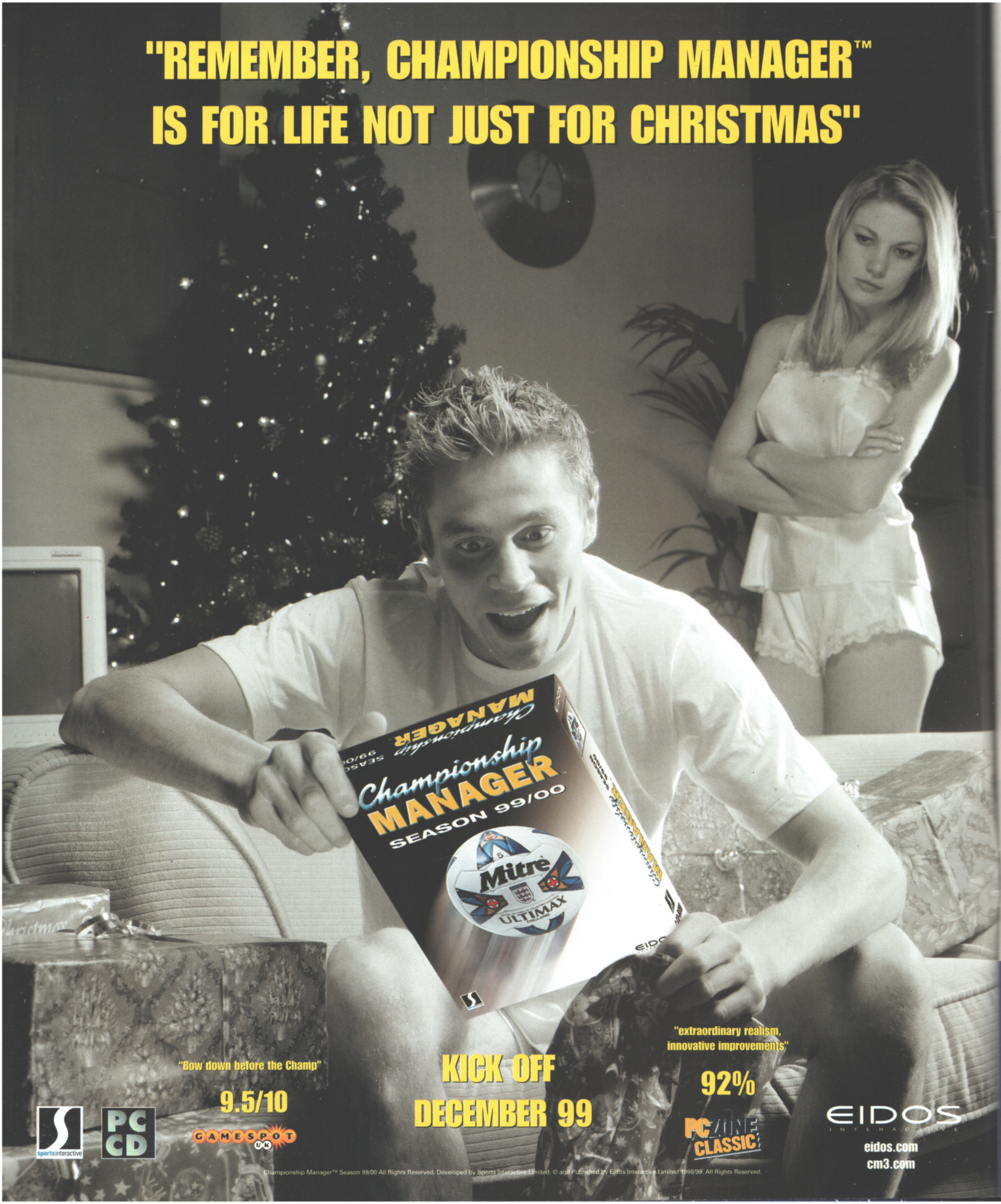
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Who produce the mag and their most-played games this month

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RESIDENT EVIL 3 NEMESIS

WORDS&SCREENSHOTS: ALEX HUHTALA

The *Resident Evil* series goes from strength to strength and the third instalment could well be the best yet. Jill Valentine – the heroine and survivor of the creepy mansion of the original – returns for the ride. But she may wish she'd never come back to Raccoon City when she witnesses the carnage in the streets. The zombies are everywhere. Promising extra gore, suspense, puzzles and more of the undead, this game will cause a lot of sleepless nights.

R.P.D.
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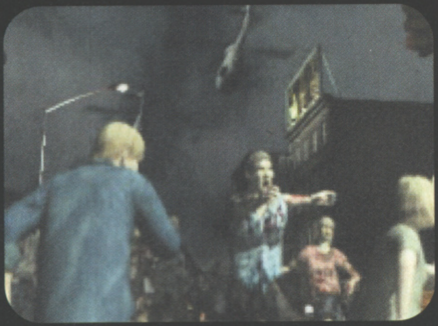
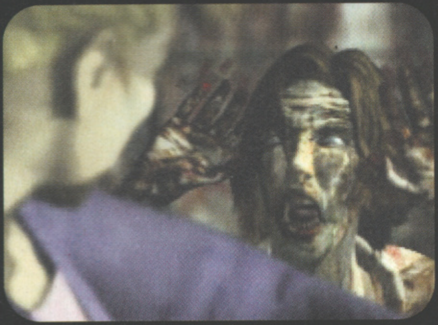
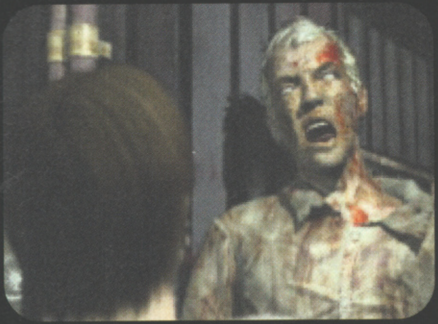
RACCOON POLICE

GREETINGS FROM RACCOON CITY

To leave you in no doubt as to the scale of the events ahead, the game starts with some of the most incredible scenes witnessed in a game. Raccoon City is out of control. Residents flee for their lives while the zombies come from every direction, lumbering along the streets craving flesh. Helicopters fly overhead as the Umbrella Corporation tries to control the horror it has unleashed by dispatching a group of mercenaries into the city. With guns blazing and the police doing their best too, the mercenaries proceed to pump as much lead as they can carry into the zombies – but will it be enough?



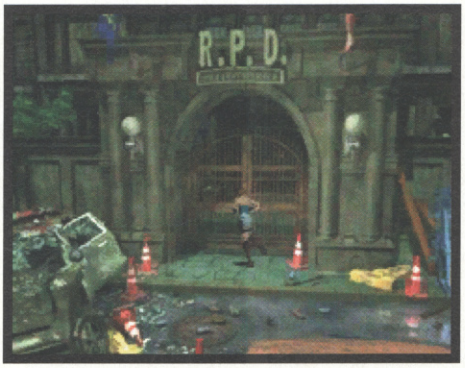




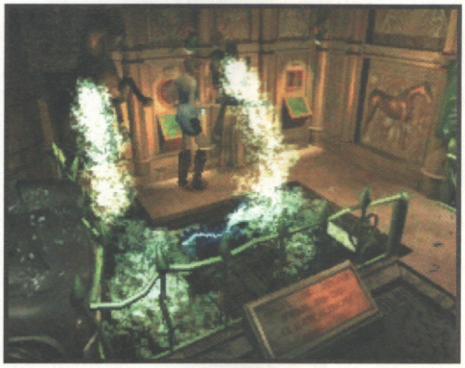
INTRO SEQUENCE CONTINUES INTRO SEQUENCE

BEFORE AND AFTER

Nemesis is both a prequel and a sequel to *Resident Evil 2*, with the game starting hours before the events that unfold in the second game. As the action unfolds, the game then offers



You'll re-visit some of the same locations that were featured in *Resident Evil 2*. Here, Jill seeks refuge in the police station

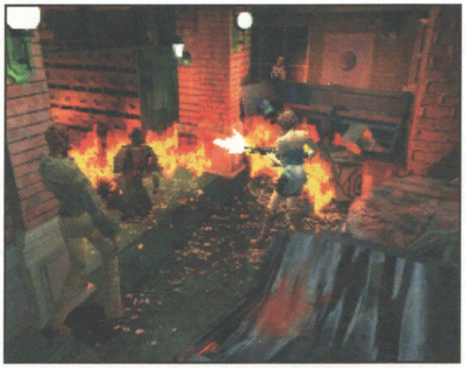


There are plenty of new locations and puzzles that lie ahead. The game has a lot more variety compared to the previous games

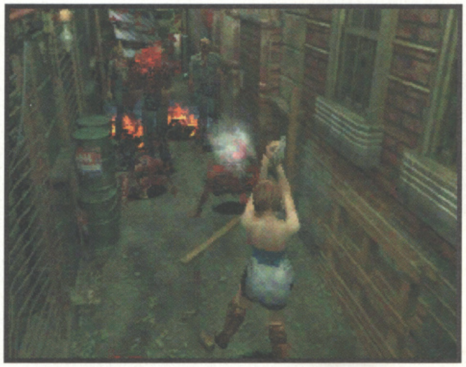
> **“Auto-aim helps you kill z**

NICE MOVES

If you found it hard to control characters in the previous *Resident Evil* games, the third game is easier thanks to some useful new moves. The 180° turn allows Jill to about-face with a tap of a button, while a new



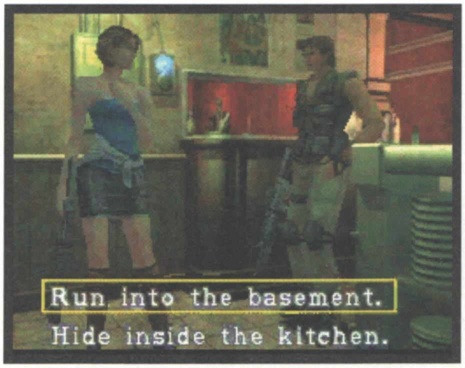
The new auto-targeting feature makes it easy to kill the zombie that's closest to you. Useful for situations like this



You can also use objects in the background to your advantage. Shooting an oil drum toasts this advancing bunch of zombies

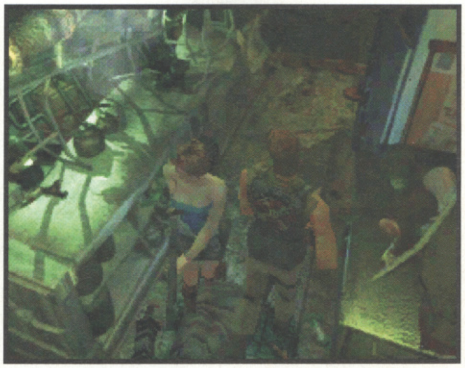
CHOOSE WISELY

Throughout the game you'll be given a choice of what to do. The system – Live Selection – often comes into play when the Nemesis is about, offering you choices like fighting him or legging it. Each decision



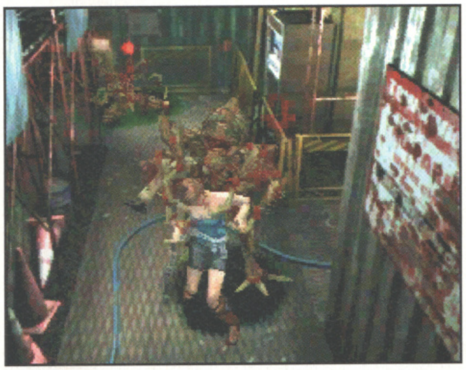
Run into the basement.
Hide inside the kitchen.

Time for Jill and Carlos to make a decision. What would you do?



They hide in the kitchen and manage to knock the Nemesis out

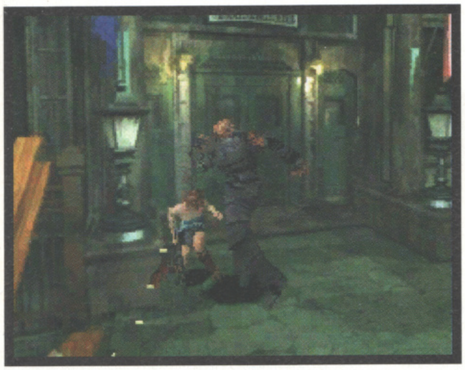
events after *Resident Evil 2*. It's a clever idea and lets us find out more about the sinister Umbrella Corporation and its disastrous experiments.



There are lots of new hideous creatures waiting for you around almost every corner. These wallclimbers are super-ugly

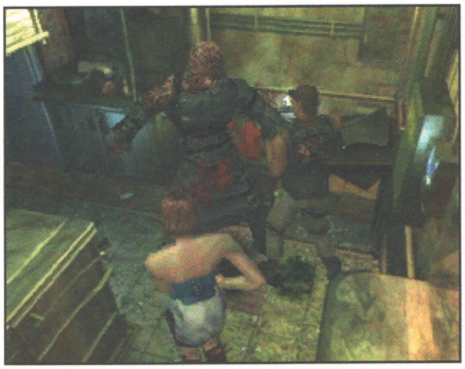
ll zombies”

auto-aim feature helps you fire at zombies from tight angles. There's also a dodge move to avoid zombie lunges, or when the Nemesis gets a bit too close.



Jill uses the Dodge move. Useful whenever you're attacked, especially against the Nemesis who packs a mean punch

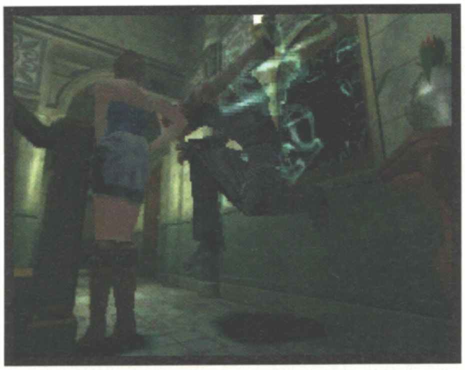
you make has an impact on the subsequent plot of the game; it even changes where certain objects will appear. All this means one thing, lots of replay value.



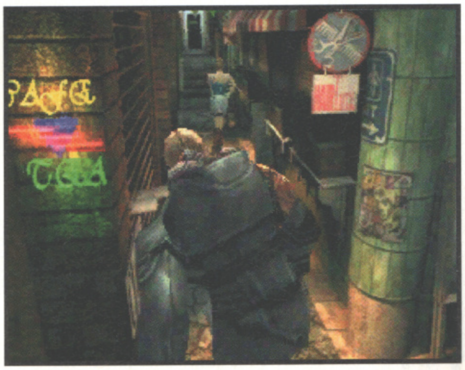
But he doesn't stay down for long. He's soon causing trouble again

WHAT THE...?

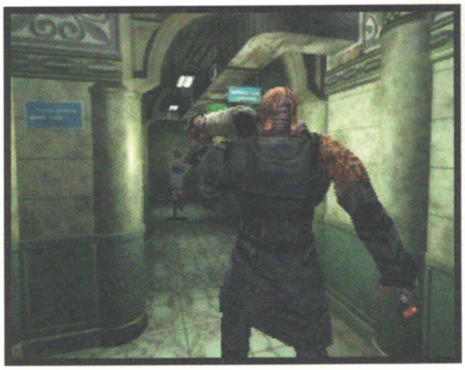
The real star of the game is the Nemesis – an eight-foot tall corpse with huge teeth. He makes Frankenstein look quite pretty. Seemingly invincible, the Nemesis appears throughout the game, often when you least expect him. Smashing through walls, walking through flames – nothing seems to stop him. He'll chase you if you run for it, and then whip-out a rocket launcher he can see you're getting away. He makes the Tyrant from *Resident Evil 2* look like a pussycat. He looks ugly at the best of times, but if he gets close to the camera you can see his hideous features in all their gory glory.



The Nemesis likes to appear when you least expect it. In this case a quiet-looking corridor soon becomes very lively, as the glass breaks and the Nemesis is breathing down your neck once again



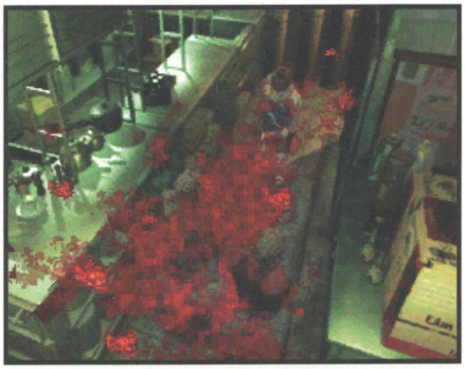
No area of the game feels safe when you know there's a creature like the Nemesis somewhere out there. He's fast on his feet, too



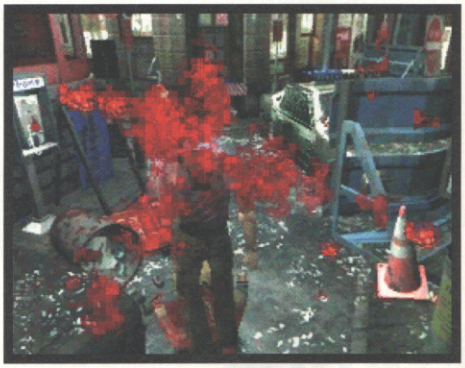
Even if you manage to create some distance between yourself and the monster you're not out of trouble – he's got a rocket launcher!

HEY NOW!

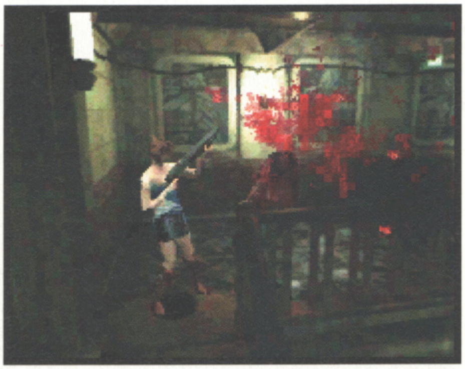
Unlike previous adventures, where you started the game with a puny handgun, *Resident Evil 3* starts you off with an awesome arsenal. Jill carries an M16 at the start of the game and it's a great feeling unloading a few rounds of fire into the hordes of zombies that plague the screen. Get to a Save Chest and there are even more goodies awaiting you, like a shotgun and the Magnum.



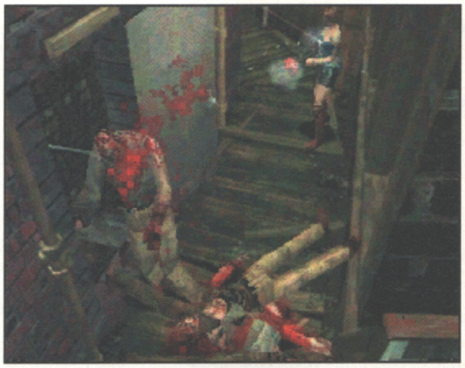
Jill has managed to shoot something. Can't remember what, though



Another messy shot. This time the Magnum is doing the damage



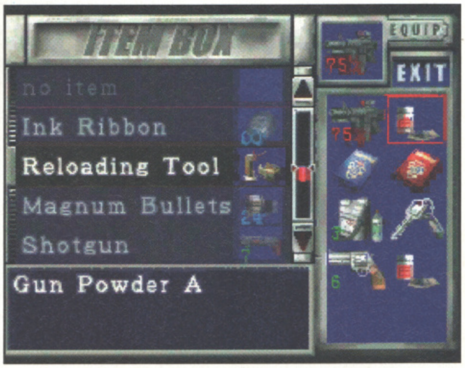
A shotgun blast to the head will stop any zombie in their tracks. And if you do it like this, you earn special style points from us



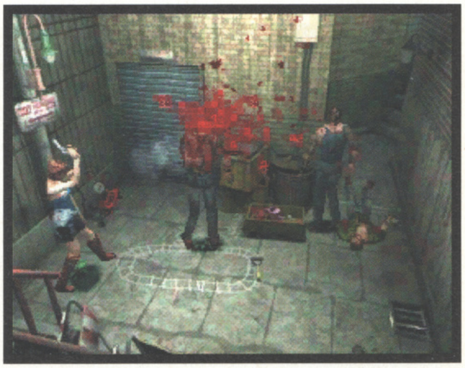
The machine gun is good for when there are lots of zombies that need to be mowed down quickly. Like right now

BLUE PETER

You can even make your own ammo by finding gunpowder. There are different types of powder lying around; which ones you mix together will determine some cool variations. Even though there seems to be a lot of ammo available at the start of the game, don't get careless as you'll need them all – although, if you've played a *Resident Evil* game before you won't need this advice.



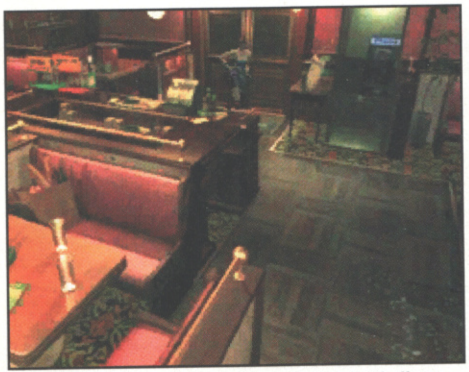
Mixing different types of gunpowder results in more ammo. Use the reloading tool to expand the life of regular bullets



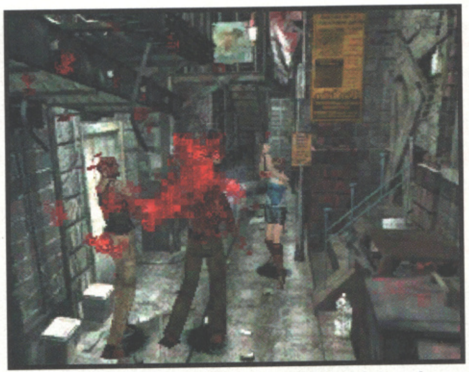
The amount of bullets in *Resident Evil 3: Nemesis* is as limited as it has always been – so use them sparingly

CITY STREETS

Survival horror has never looked better. The locations in the game allow you to witness events that were hinted at in the first two games. This time round you get to visit the whole of Raccoon City. In a nice touch, you even get to visit the police station from the second game. But with the added danger of up to nine zombies on the screen at once, you won't have too much time to admire the scenery.

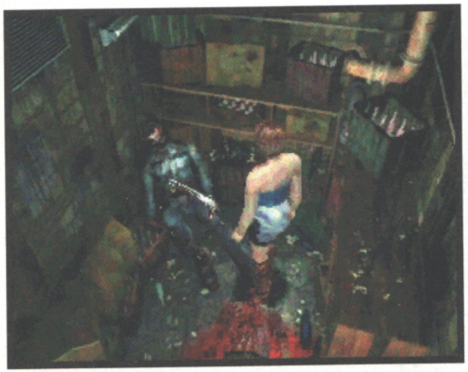


Jill makes her way to a deserted diner – deserted, that is, if you ignore the zombies waiting for you around the back

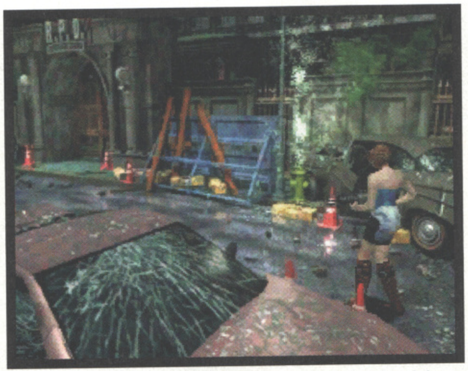


The streets are littered with junk and lots of potential places for enemies to hide behind. Make sure you have a gun ready, in case

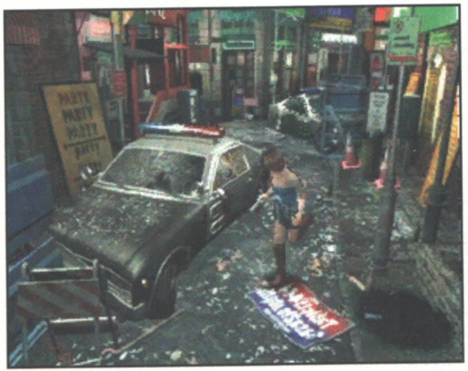
> **"Survival horror has never looked better"**



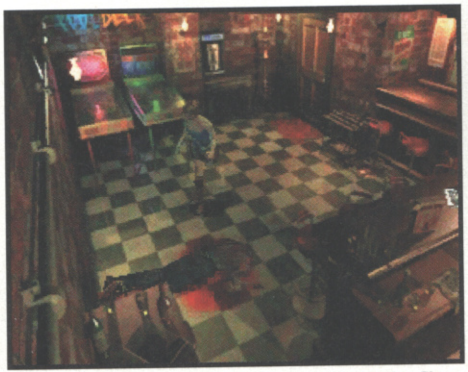
The dead cop on the floor was hiding out in this dirty basement. Nice of him to leave behind a useful shotgun



Jill walks down a street – familiar for anyone who has played the second game. There wasn't this much devastation before, though



Jill will look at important objects in her surrounding area. The police car door has caught her attention here, wonder what's inside?



A zombie lies in a pool of blood in this impressive-looking bar. Pity the pinball machines don't work, it could have been a nice diversion

We Reckon

Unlike some sequels, the *Resident Evil* games have continued to improve, with each new game being an essential purchase. *Nemesis* is no exception. Survival horror has just got a hell of a lot scarier.

MORE RESIDENT EVIL GAMES PREVIEWED MOR

EVIL SPREADS ITS

RESIDENT EVIL CODE VERONICA

FACTS

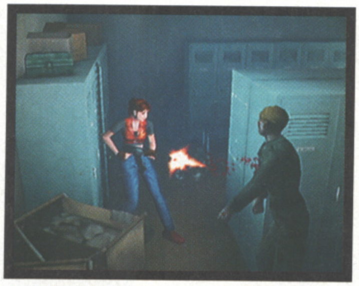
FORMAT: **DREAMCAST**
OUT: **SPRING 2000**
PLAYERS: **1**
TYPE: **SURVIVAL HORROR**
BY: **CAPCOM**
STATUS: **70% COMPLETE**

IF *SOUL Calibur* hasn't convinced PlayStation owners they need a Dreamcast yet, this is the game that will. The *Resident Evil* series continues in its biggest game yet, featuring the return of Chris and Claire Redfield – stars of the first two games.

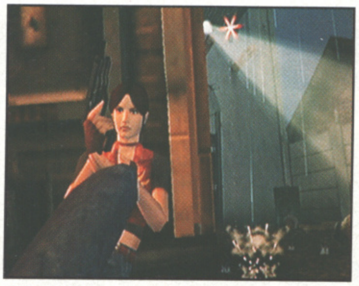
Set three months after the events of *Resident Evil 3: Nemesis*, the game starts with Claire searching for her brother. Soon after, she's abducted and taken to a tropical island, where she meets some old friends – zombies. *Code Veronica* will provide a visual change for the series; the locations are now made entirely of polygons rather than the pre-rendered style of the original three games. This means the action will share many similarities to *Dino Crisis*, as backgrounds can be changed via explosions and other events. Expect to see walls reduced to rubble and ceilings collapse before your very eyes. The polygon backgrounds also mean that camera angles can be far more dramatic and so will the lighting effects. Use the lighter and surrounding objects become illuminated, fire a shotgun and that will have an affect, too.

The game will come on two discs, and uses the same system as *Resident Evil 2*, where each game contained a separate adventure for the lead characters. It will also be the biggest *Resident Evil* yet – nearly twice the size of *Nemesis*. Although the game has been delayed, it was originally due to arrive earlier in the year, it's good news for us, as we're getting a much better game.

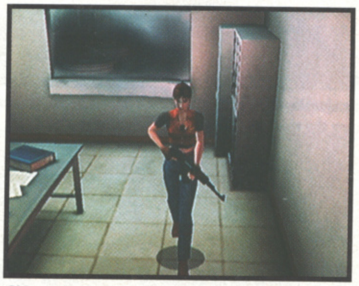
A final word: we all know how gorgeous characters look on the Dreamcast, but that kind of power is going to make the zombies of *Code Veronica* more hideous than in the previous games. You have been warned.



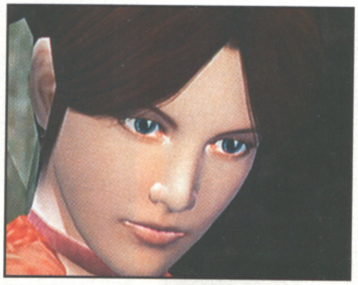
Something evil is lurking in the locker room. Claire makes good use of a machine gun in a bad situation



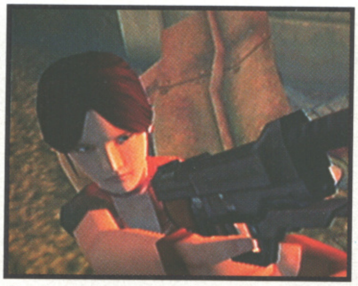
Hiding behind a wall Claire loads her pistol and prepares for the horror that lies ahead



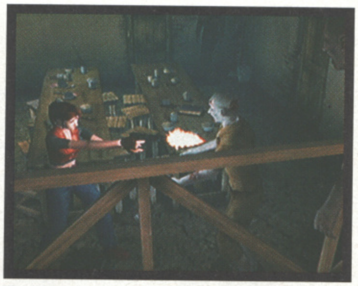
Objects in every room are now made from polygons rather than pre-rendered backgrounds



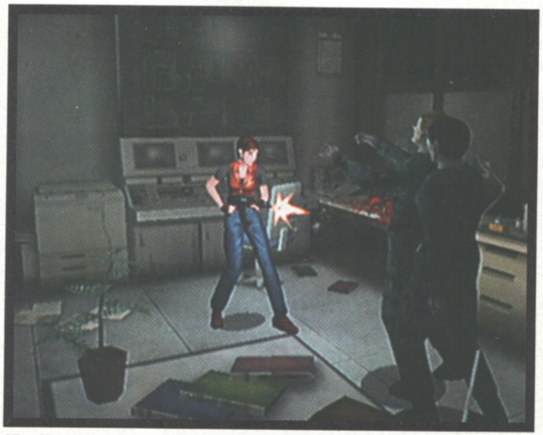
Claire looks a lot better in *Code Veronica* than when she first appeared in *Resident Evil 2*



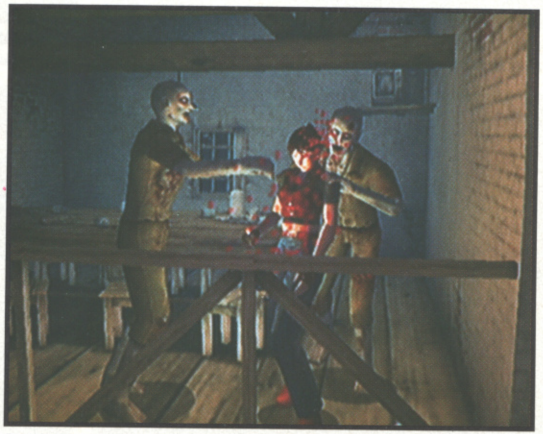
She aims her gun and fires, but at what? What hideous Umbrella mutations can we expect in *CV*?



The game boasts incredible graphics, but the zombies look as dsigusting as ever



Like *Metal Gear Solid* and *Dino Crisis*, having polygon backgrounds and objects allows for more interaction between the characters and the rooms they enter



Zombies have Claire surrounded and the blood is starting to flow. Dreamcast owners have a lot to look forward to when *Code Veronica* is released

BLANKET WIDER

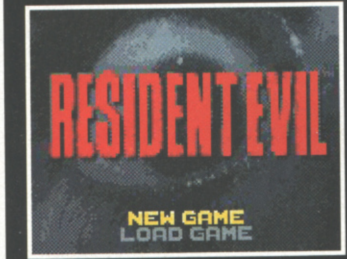
RESIDENT EVIL

IF YOU thought cramming the original *Resident Evil* adventure on to Game Boy was impossible, then think again. It's happening and looking far better than everyone expected.

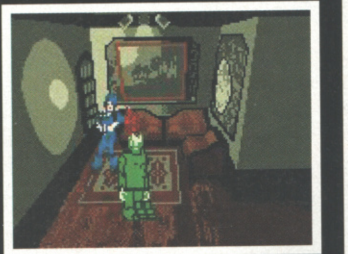
Game Boy *Resident Evil* is a direct translation of the original PlayStation game. Take control of either Chris Redfield or Jill Valentine as they investigate the strange reports of Raccoon City and venture into a truly haunted house. It includes all the features that made the original great. There are puzzles to solve and plenty of creatures to kill or run away from. But the pocket incarnation of evil will also feature some new enemies and the ability to pause the game. Switch your machine off, then start from the same place when you want to play again. It's better than finding those ik ribbons for the typewriter. If *Resident Evil* Gameboy sells well and it looks like it should, we may even see more of the series converted to the Game Boy. We can't wait!

FACTS

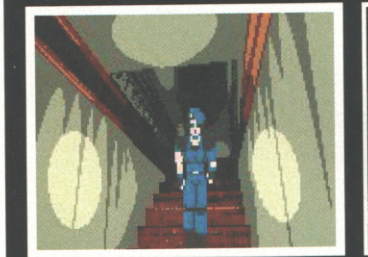
FORMAT:**GAMEBOY**
OUT:**JANUARY**
PLAYERS:**1**
TYPE:**SURVIVAL HORROR**
BY:**CAPCOM**
STATUS:**80% COMPLETE**



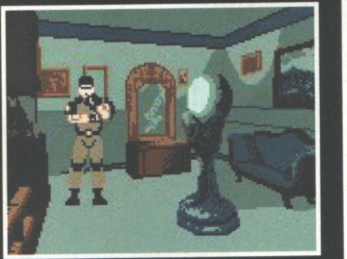
Ooh, a title screen! But wait, Load Game – you can save anywhere, and restart anytime, cool



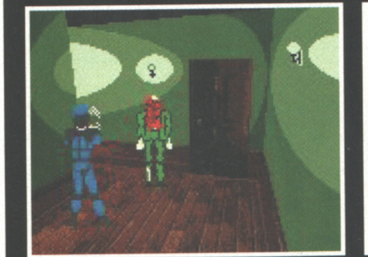
Don't know what is more scary: the ugly zombie or that hideous green suit it's wearing



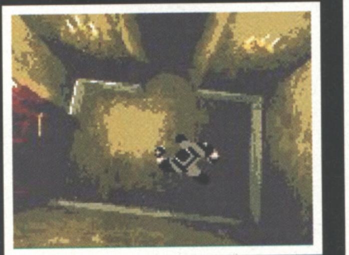
Jill walks down the stairs without the need for that funny loading screen – you know the one



Chris finds the football world cup in one of the mansion's many rooms. Nice furniture too



Arrgh! A hideous zombie, Claire gives it a head shot and the zombie grows a bloody beard



The camera views keep changing while you play, it adds to the atmosphere. Really it does

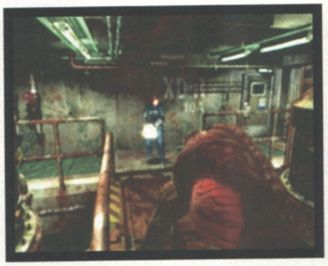
RESIDENT EVIL 2

N64 OWNERS have had to wait a long time for a dose of survival horror, but the second game in the series is in the shops from the middle of December. The Dreamcast version will be out there early next year.

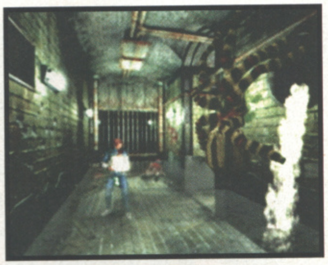
Both games feature all the gameplay from the PlayStation original. You play as either Leon Kennedy or Claire Redfield as they negotiate the familiar hazards of Raccoon City. The N64 version has the added advantage of no loading times and selectable levels of gore, while the Dreamcast version boasts improved graphics. Both games will come with a few small additions that weren't present in the original, including hidden mini-games.

FACTS

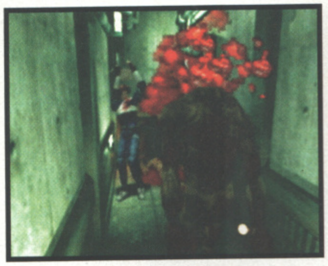
FORMAT:**DREAMCAST/N64**
OUT:**JANUARY**
PLAYERS:**1**
TYPE:**SURVIVAL HORROR**
BY:**CAPCOM**
STATUS:**90% COMPLETE**



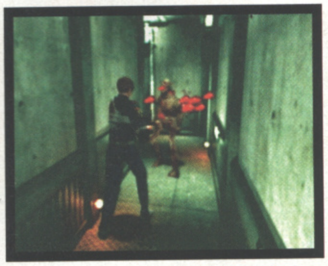
Leon Kennedy faces the Tyrant; looks like he should have picked a bigger weapon though



Down in the sewers the same famous creatures appear; the giant spiders are mean



The blood still flows red on Dreamcast



On Nintendo 64 choose the amount of blood

RESIDENT EVIL 3: NEMESIS COMPETITION

We've ten copies of *Resident Evil 3: Nemesis* to be won. Just answer this simple question and you could be one of the ten lucky winners:

What's the name of the arch-baddie in *Res Evil 3: Nemesis?*

A/Tom
B/Jerry
C/Nemesis

Answers to our usual address

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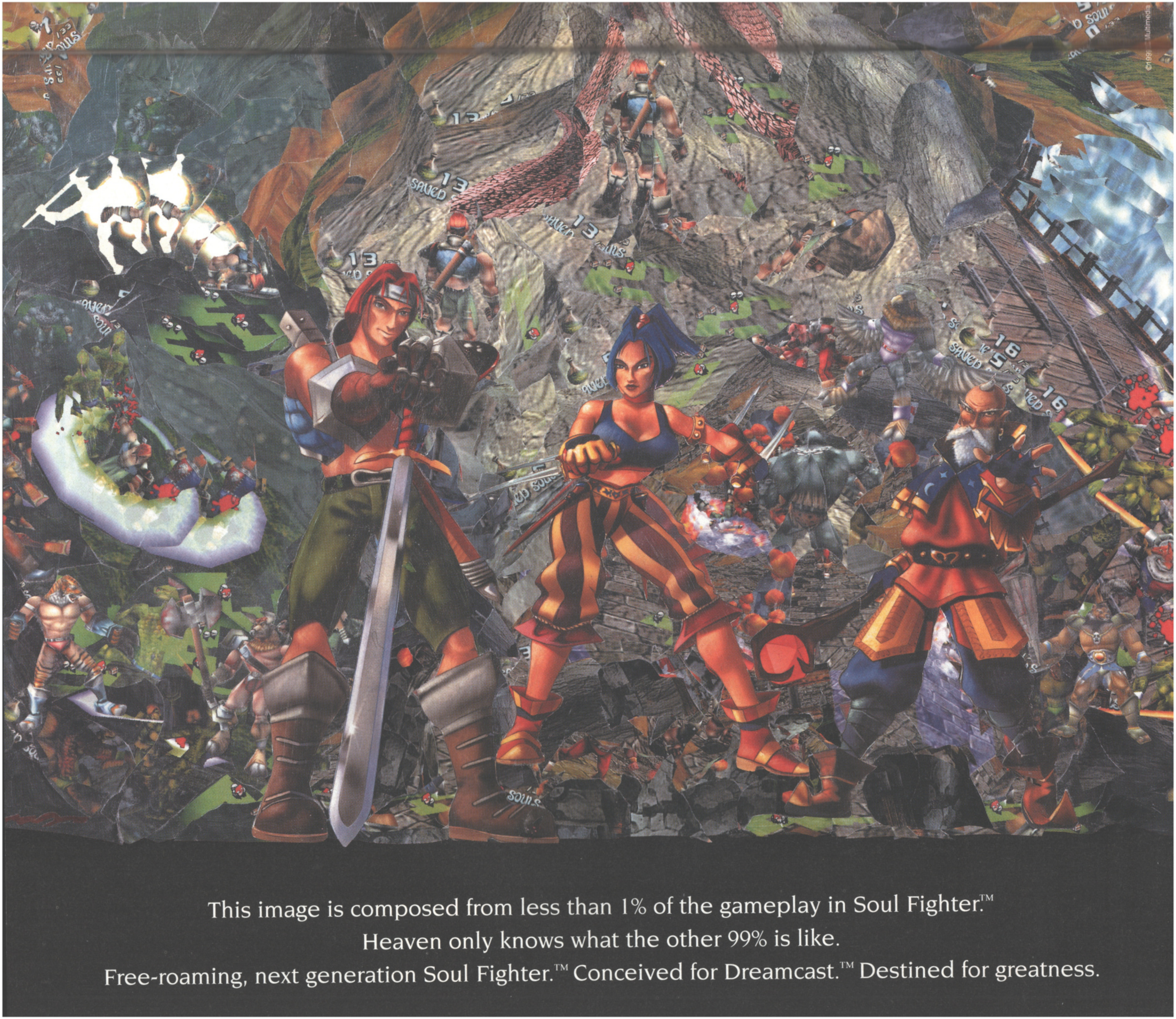

This image is composed from less than 1% of the gameplay in Soul Fighter.™
Heaven only knows what the other 99% is like.
Free-roaming, next generation Soul Fighter.™ Conceived for Dreamcast.™ Destined for greatness.

©1999 [illegible] Multimedia

SCOOP!

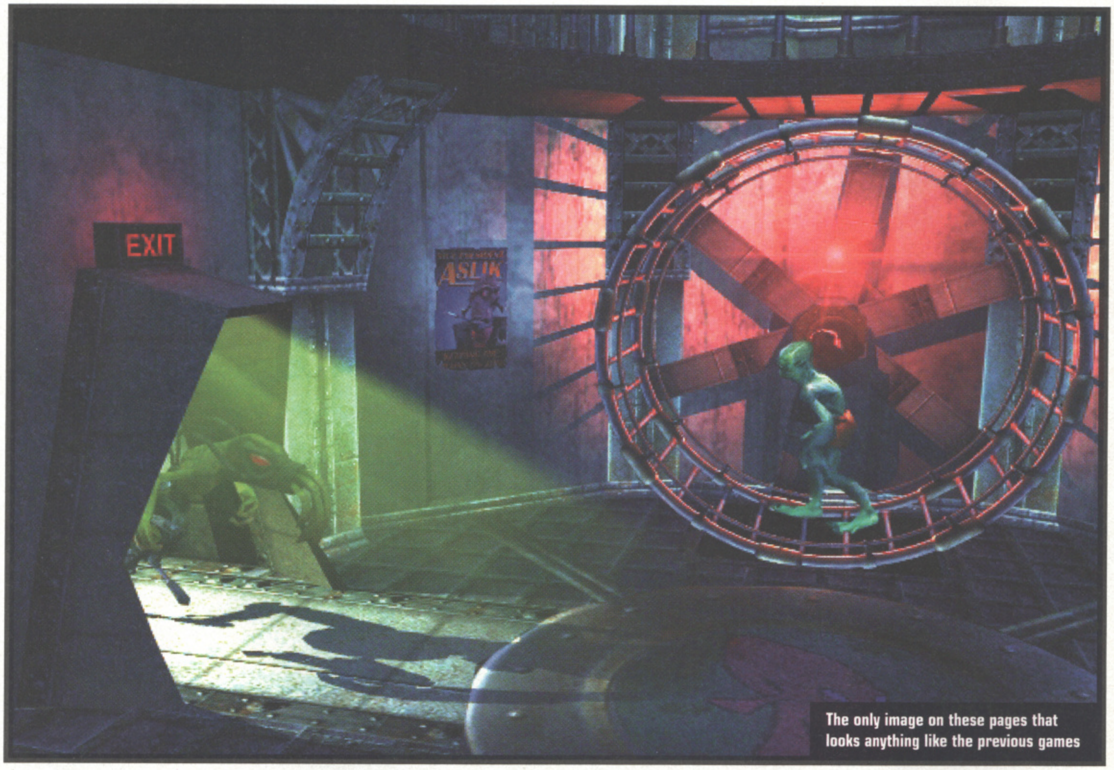
ABE'S ODDYSEE GE

FEAST YOUR EYES ON A FANTASTIC NEW PLAYSTATION 2 ADVENTURE

FACTS

GAME: **ODDWORLD: MUNCH'S ODDYSEE**
FORMAT: **PC PLAYSTATION 2**
OUT: **AUTUMN 2000**
MULTIPLAYER: **NO**
TYPE: **STRATEGY/ ADVENTURE**
BY: **ODDWORLD INHABITANTS**
STATUS: **30% COMPLETE**

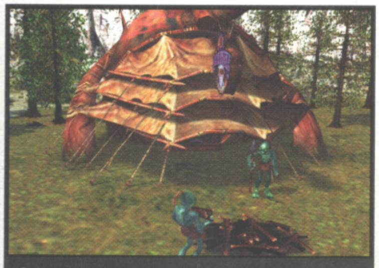
COMPANIES TEND to make weekly claims that their forthcoming project is the most ambitious game ever developed, but the first screenshots of *Munch's Oddysee* on PlayStation 2 suggest that the company behind it may be justified with their boast.



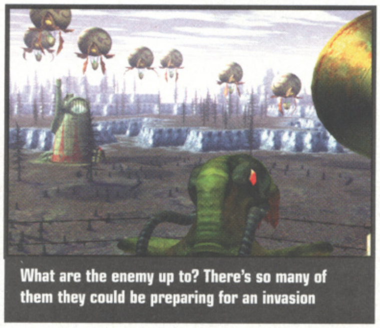
The only image on these pages that looks anything like the previous games

WHAT IS IT?

Munch's Oddysee is the third game from Oddworld Inhabitants, the makers of the successful *Abe's Oddysee* and *Abe's Exoddus*. Whereas the previous titles were 2D puzzle-based adventures, the new game will offer you the whole of Oddworld to play with, in a unique blending of nearly every game style under the sun. The game will be a hybrid of action, strategy, adventure, roleplaying and simulation games – all rolled into one great gaming experience.



Some Mudokans are gathering wood for a fire. While an elder oversees their work



What are the enemy up to? There's so many of them they could be preparing for an invasion

GRUMPY ODD MEN

Fans of the older games will be pleased to hear that Abe is back in the new adventure, but the star is Munch, last survivor of the Gabbit species. The game starts with Abe kidnapping Munch, rescuing him from a medical research facility. Munch hates Abe for the first half of the game, so expect much bickering until they learn how to get along.

HEAD OVER HEELS

Co-operation is key, with Munch able to control mechanical devices and Abe possessing living creatures. Abe is far quicker than Munch, who can be clumsy and slow. A big chunk of the game will be spent dealing with a large number of the Oddworld population rather than the two stars: this is where the game starts to become ambitious.

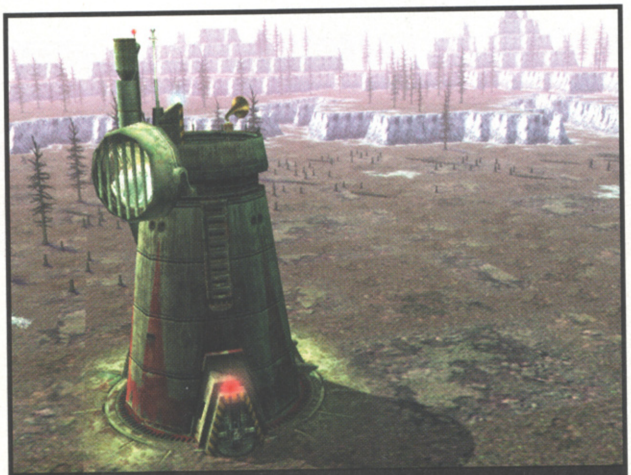
DAIKATANA
Guns and poses – time to rock. p20

DIE HARD
White vest action. p24

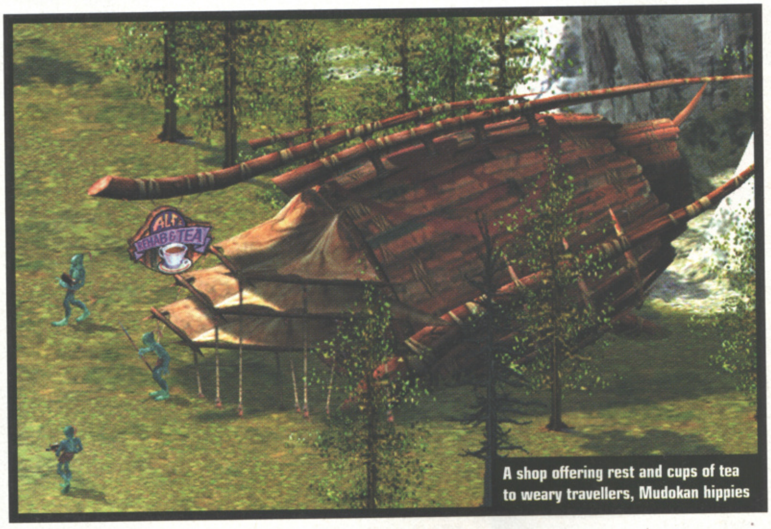
ONI
Guns are for wimps. p26

QUAKE 3 ARENA
Anyone for gibs? Get 'em on p27

ETS THE MUNCHIES



The landscape is huge, imagine how many inhabitants live and work within



A shop offering rest and cups of tea to weary travellers, Mudokan hippies

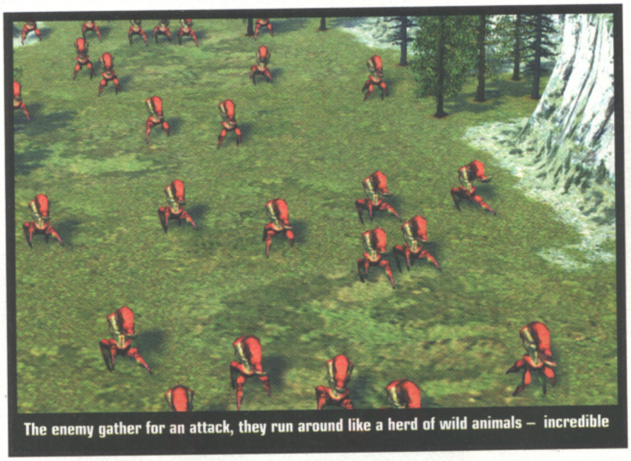
THE ODDWORLD

Besides planning the survival of the lead characters, you'll also play a part in the survival of the rest of Oddworld's inhabitants. A real-time strategy-styled game allows you a hand in creatures' entire life-cycles. Rather than using a mouse to control these characters, the game will rely on Gamespeak, but in a more evolved state than previous Abe's games.

HAND OF ODD

If you're frustrated that such a promising strategy-styled game will be limited to single-player, then you'll be pleased about Oddworld Inhabitants' next project, due several months after *Munch's Oddysee*. Called *Hand Of Odd*, it'll feature the same Eco-system but will include more creatures and features to allow for a multiplayer experience. It should be one of the first games to benefit from PlayStation 2's future online capabilities. We can't wait.

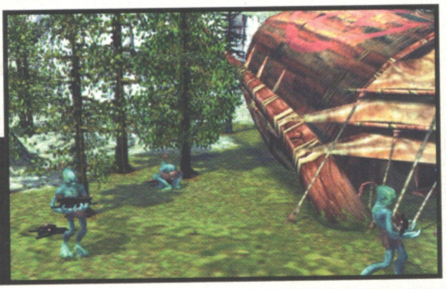
ALEX HUHTALA



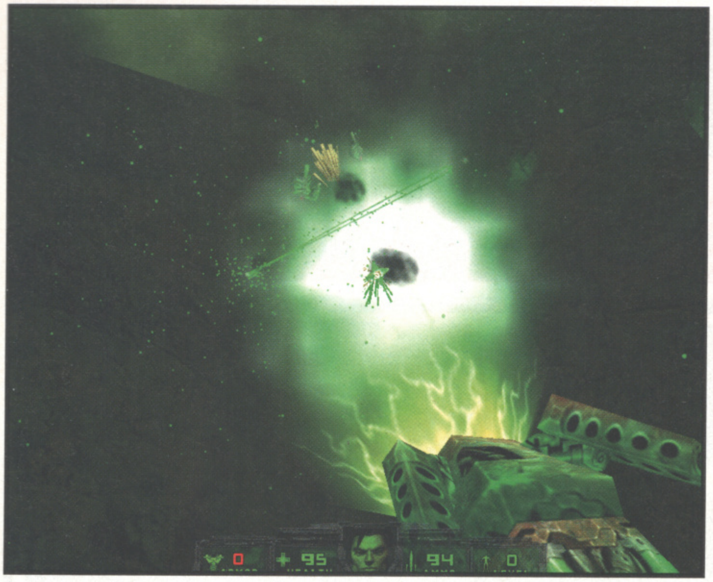
The enemy gather for an attack, they run around like a herd of wild animals – incredible

WE RECKON

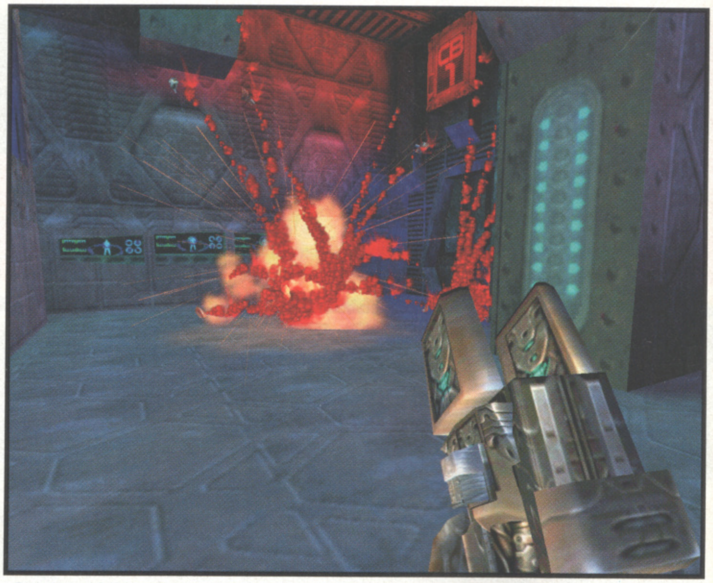
So much of *Munch's Oddysee* is still shrouded in secrecy, but already it's looking fantastic. Who would have thought the Abe's games would progress to something like this?



The animation on the characters is unbelievable, best of all is the floating camera which hints at the power of PlayStation 2



Pretty special effects, but beware, there's no software-only option so you'll need a 3D card



Beautiful, eh? Now multiplayer maps can be taken off the Net

MINIGUNS AT DAWN

NEW SHOOTER ENTERS THE MELEE

FACTS

GAME: **DAIKATANA**
FORMAT: **PC**
OUT: **DECEMBER**
PLAYERS: **16+ (TBC)**
TYPE: **1ST PERSON SHOOTER**
BY: **ION STORM**
STATUS: **95% COMPLETE**

TAKE THE strengths of *Quake* and *Half-Life* and you're looking at a cracking all-round first-person shooter which rocks both in single and multiplayer. Long-awaited PC bloodfest *Daikatana*, from some of the folks behind the original *Quake*, is threatening to do just that. It is, they claim, "the spiritual successor to *Quake* rather than some reaction to *Half-Life*." Better sit up and listen then.

BLOODLUST

Single-player mode is story-based and promises to offer enough of a plot – if bloodlust alone doesn't do the trick – to drive you on to complete each of the four themed episodes, taking you from futuristic Japan to mythical Greece, Dark Age Norway to post-apocalyptic America. Starting as Hiro Miyamoto, you'll pick up two sidekicks, the sassy Mikiko and African-American Superfly Johnson. Complete the game and you can replay it as one of them or call on two mates for a co-operative session. A great, if not entirely original, feature.

FIREPOWER

Daikatana certainly isn't short on firepower either - with 30 different weapons to hack, slash and blast away with. And you'll need them all to take down the 60 flavours of baddy, varying from flying Harpies to great white sharks – all of which are out to foil your team's quest to save history.

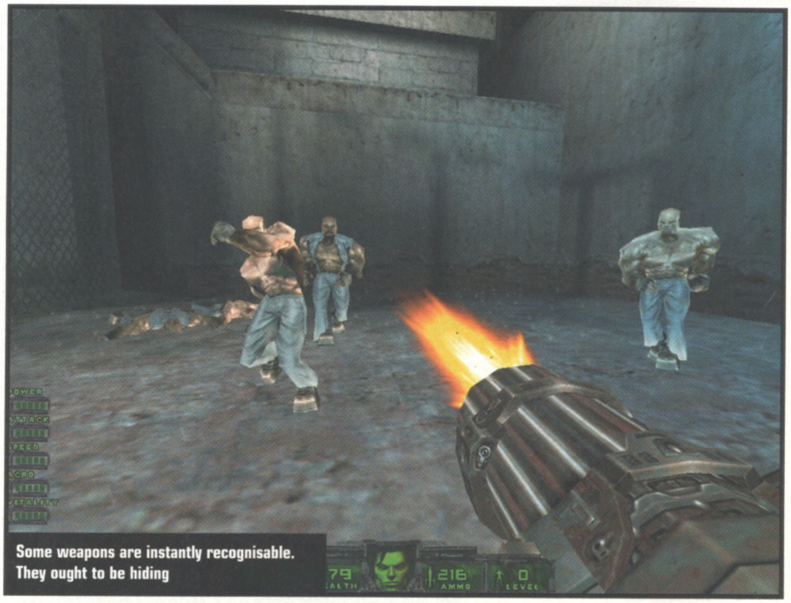
ESSENTIALS

Using a souped-up *Quake 2* engine, visuals aren't bad - though a 3D card's required - while many of the usual gameplay essentials are there: secrets to uncover, traps to dodge and quad and invisibility-type power-ups to find.

MULTIPLAYER

The single-player experience should vary from game to game, but it's multiplayer that will be *Daikatana*'s make or break. The weapons and scenery of deathmatches are themed like the four single-player episodes, so, because of the different weapon balances, it's almost like having four multiplayer games in one. With gameplay style not unlike *Quake* and superbly-designed maps, that's a tasty prospect.

PETER WALKER



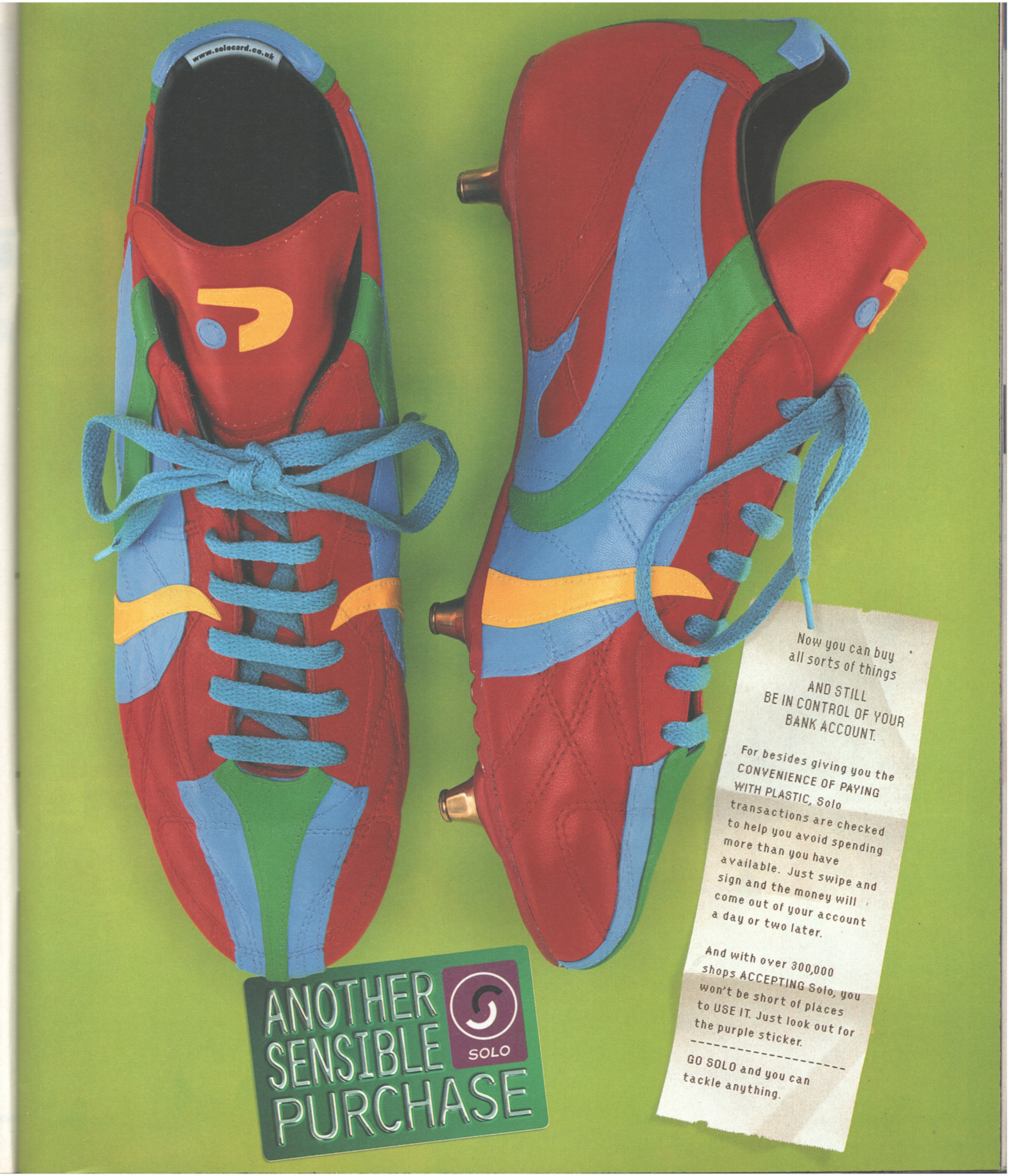
Some weapons are instantly recognisable. They ought to be hiding

That weapon looks like like something out of Hexen

Some weapons ricochet – you can use that to your advantage

WE RECKON

***Quake* and *Half-Life* meets *Hexen* trying to get the best of all worlds. A tall order.**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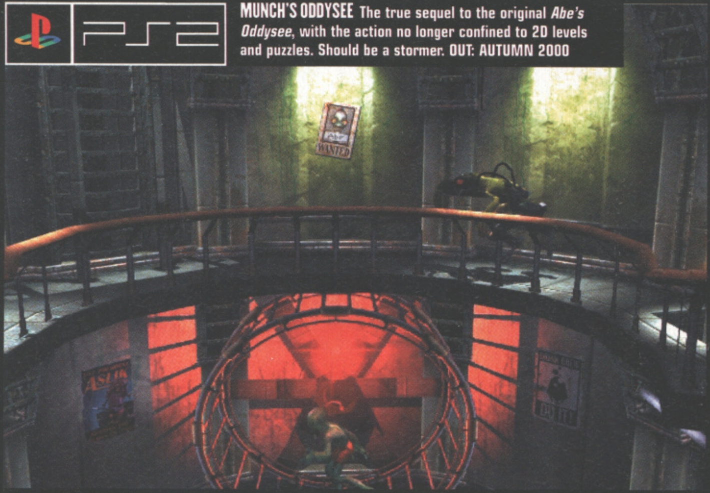
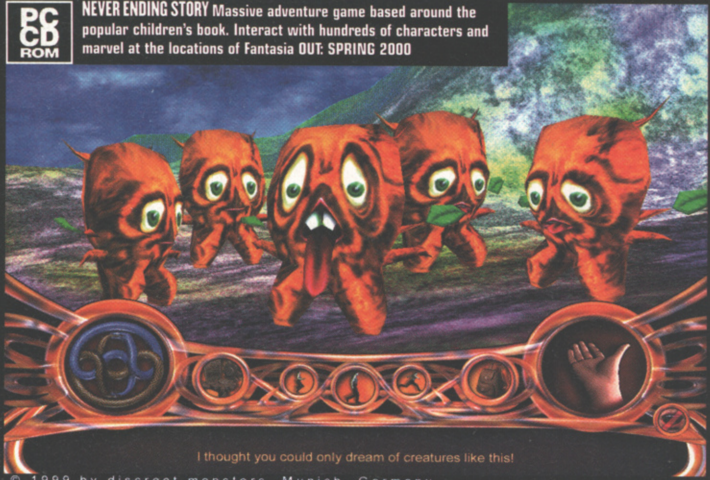


MUNCH'S ODDYSEE The true sequel to the original *Abe's Oddysee*, with the action no longer confined to 2D levels and puzzles. Should be a stormer. OUT: AUTUMN 2000



NEVER ENDING STORY Massive adventure game based around the popular children's book. Interact with hundreds of characters and marvel at the locations of Fantasia OUT: SPRING 2000

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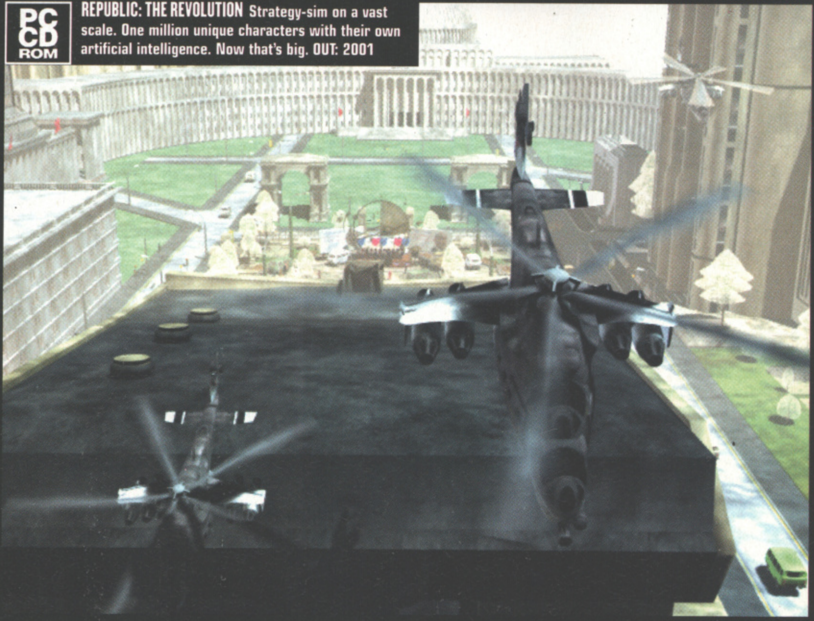
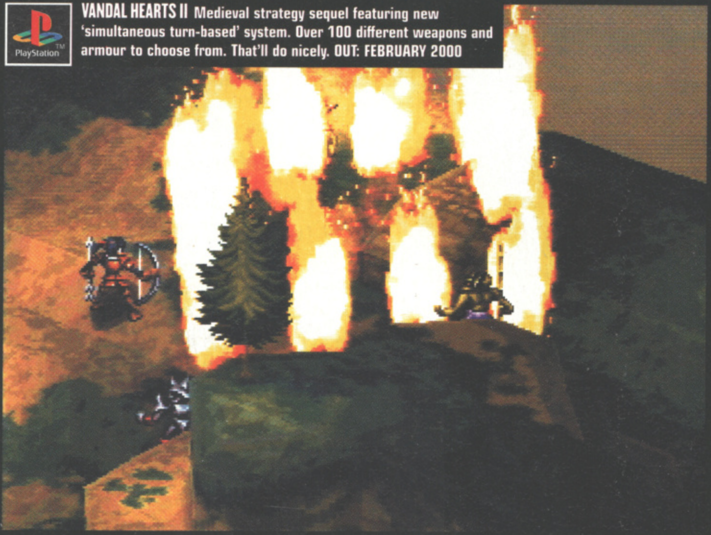
computer and video games

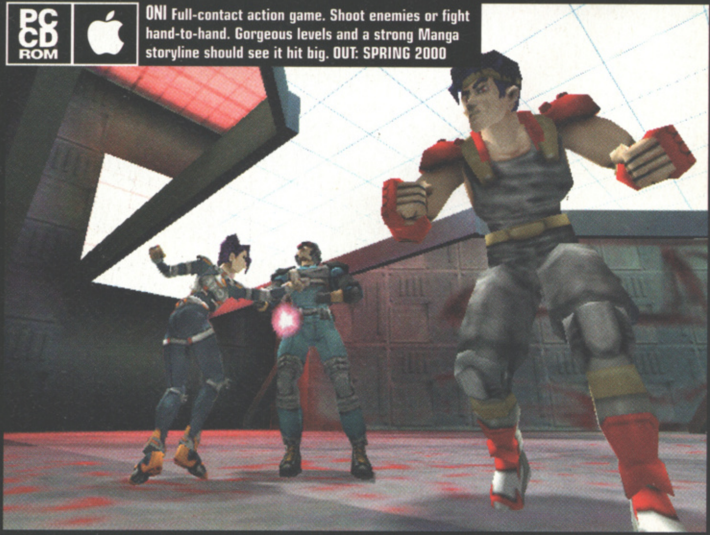
We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else



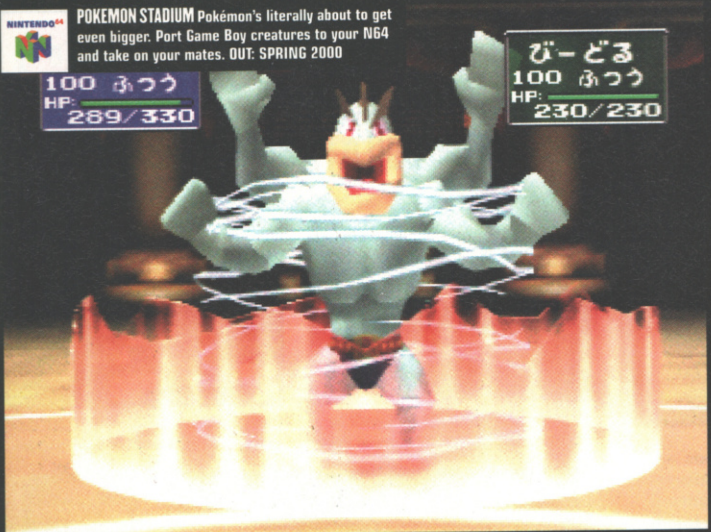
REPUBLIC: THE REVOLUTION Strategy-sim on a vast scale. One million unique characters with their own artificial intelligence. Now that's big. OUT: 2001



VANDAL HEARTS II Medieval strategy sequel featuring new 'simultaneous turn-based' system. Over 100 different weapons and armour to choose from. That'll do nicely. OUT: FEBRUARY 2000



ONI Full-contact action game. Shoot enemies or fight hand-to-hand. Gorgeous levels and a strong Manga storyline should see it hit big. OUT: SPRING 2000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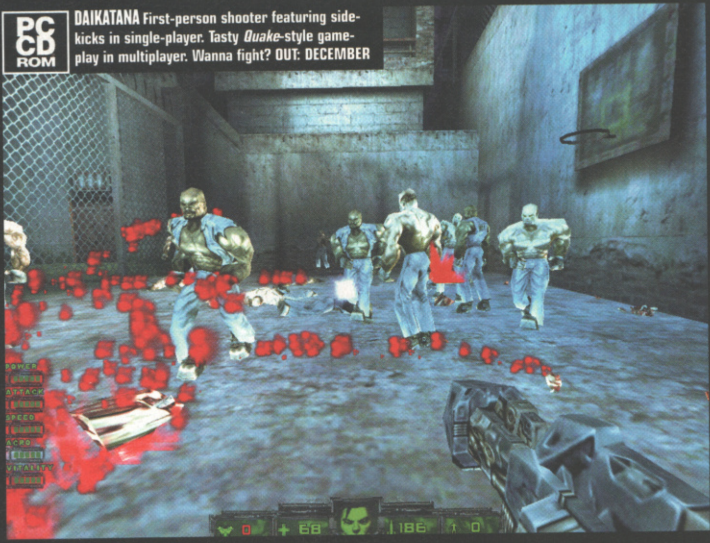
100 ふつう
HP:
289/330

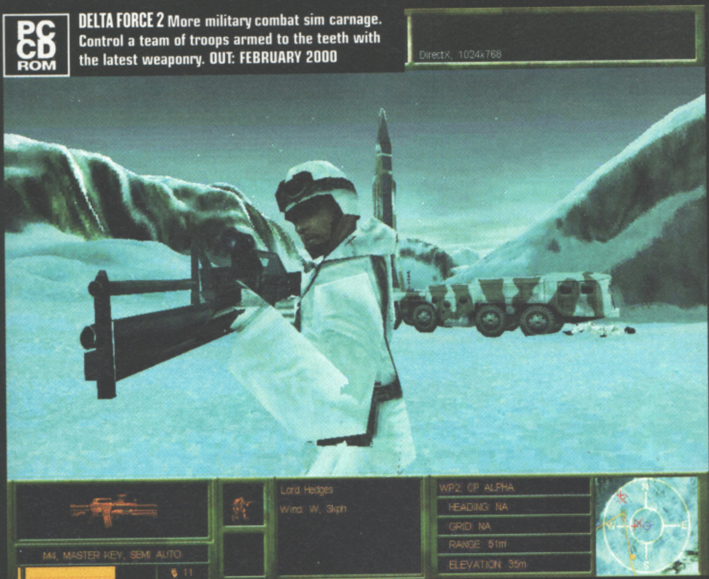
NINTENDO64

POKEMON STADIUM Pokémon's literally about to get even bigger. Port Game Boy creatures to your N64 and take on your mates. OUT: SPRING 2000



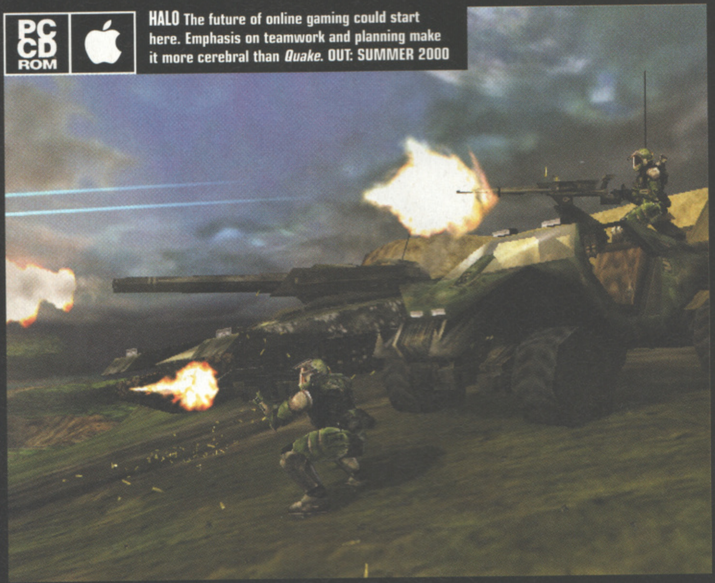
PC CD ROM

DAIKATANA First-person shooter featuring side-kicks in single-player. Tasty *Quake*-style gameplay in multiplayer. Wanna fight? OUT: DECEMBER


DirectX, 1024x768
M4, MASTER KEY, SEMI AUTO
Lord Hedges
Wind: W, 3kph
WP2: CP ALPHA
HEADING: NA
GRID: NA
RANGE: 51m
ELEVATION: 35m

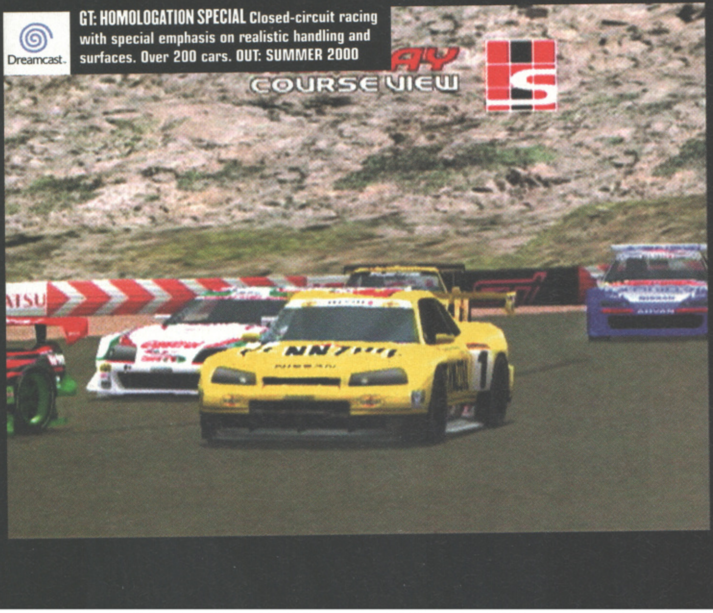
PC CD ROM

DELTA FORCE 2 More military combat sim carnage. Control a team of troops armed to the teeth with the latest weaponry. OUT: FEBRUARY 2000



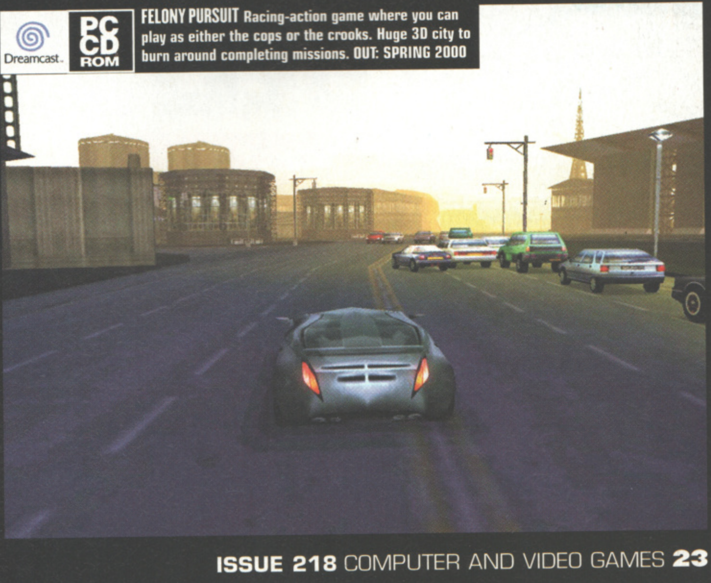
PC CD ROM

HALO The future of online gaming could start here. Emphasis on teamwork and planning make it more cerebral than *Quake*. OUT: SUMMER 2000


COURSE VIEW

Dreamcast.

GT: HOMOLOGATION SPECIAL Closed-circuit racing with special emphasis on realistic handling and surfaces. Over 200 cars. OUT: SUMMER 2000



Dreamcast. PC CD ROM

FELONY PURSUIT Racing-action game where you can play as either the cops or the crooks. Huge 3D city to burn around completing missions. OUT: SPRING 2000

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Staff

EDITOR:
Matthew Howell
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DEPUTY EDITOR:
Peter Walker
CONSUMER EDITOR:
Alex Huhtala
SENIOR WRITER:
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ART EDITOR:
Nicola Chubb
DEPUTY ART EDITOR:
Tony Cormack
DESIGNER:
Dan Payne

CONTRIBUTORS:
Maura Sutton
Fly
Kenny P
Paul Rigby
Irena Pogaric

EDITORIAL ADDRESS:
Angel House
338-346 Goswell Road
London
EC1V 7QP

Editorial Tel:
0171-972 6700
Editorial fax:
0171-972 6755
Advertising Tel:
0171-880 7415 (mail order)
0171-880 7416 (software)
0171-880 7404 (consumer ads)
Advertising fax:
0171-880 7443

PUBLISHING DIRECTOR:
Harry Attrill
CONSUMER AD DIRECTOR:
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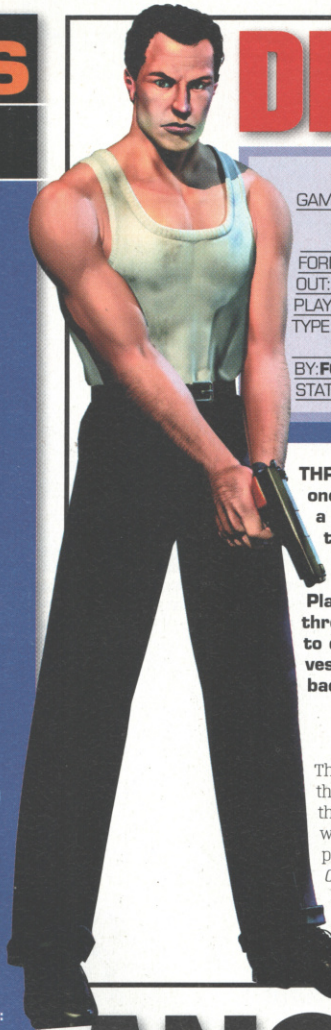
Computer and Video Games uses
DOLBY SURROUND
When we play *Res Evil 3: Nemesis* it gives us the willies - as in scared

emap active

DIE EVEN HARDER

McCLANE READIED FOR TRILOGY SEQUEL



FACTS

GAME: **DIE HARD TRILOGY 2: VIVA LAS VEGAS**
FORMAT: **PC, PS**
OUT: **EARLY 2000**
PLAYERS: **1**
TYPE: **THREE ACTION GAMES IN ONE**
BY: **FOX INTERACTIVE**
STATUS: **70% COMPLETE**

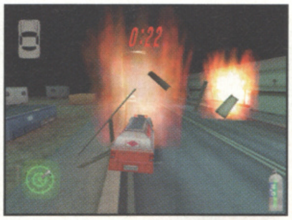
THREE GOOD games on one superb-value disc and a long game life meant the original *Die Hard Trilogy* went down a storm with PlayStation owners. Now, three years later, it's time to dust off that white vest because the trilogy is back. Yippie-ki-yay!

TERRORISTS

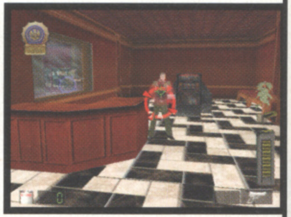
The new game doesn't follow the plots of the movies like the original, but retains that winning mixture of a third-person action game, a *Virtua Cop*-style shooter and a manic driving section. The setting this time around is Las Vegas, as John McClane faces off against yet more terrorists.

A story mode sees McClane battling to prevent the destruction of America's famous casino city, with the different game types blended together to look like a movie. An Arcade mode lets you select which game to play, and all are looking bigger and better than in the original game. Get that sweaty white vest ready.

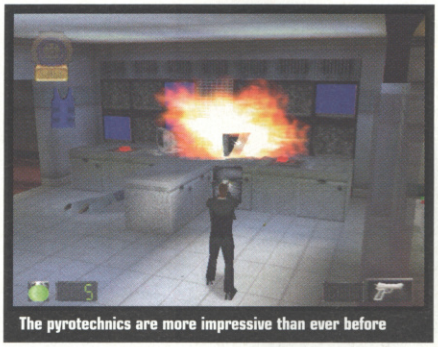
DEAN SCOTT



Might look like a breadbin, but you'll be driving it about the mean streets of Vegas



Empty a clip into this guy's guts, and then pump a wad of bucks in the slot machine



The pyrotechnics are more impressive than ever before

WE RECKON

The original game was awesome. If this is done right it could be one of the biggest games this winter.

ANGEL DELIGHT

FIRST LOOK

FACTS

GAME: **HALO**
FORMAT: **PC, MAC**
OUT: **MID 2000**
PLAYERS: **MULTIPLAYER ONLINE**
TYPE: **THIRD-PERSON MULTIPLAYER SHOOTER**
BY: **BUNGIE**
STATUS: **40% COMPLETE**

ONLINE SHOOTERS are set to be severely shaken up by *Halo* – an action wargame which is played out from a third-person perspective.

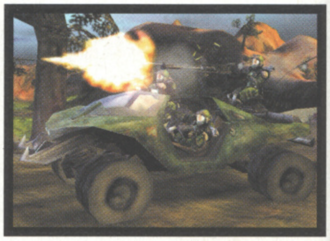
RING WAR

The action takes place on a ring-shaped planet called Halo, and pitches the human race against an invading alien army. Co-operative play is encouraged to beat enemy bases, and the weaponry on offer is innovative and destructive.

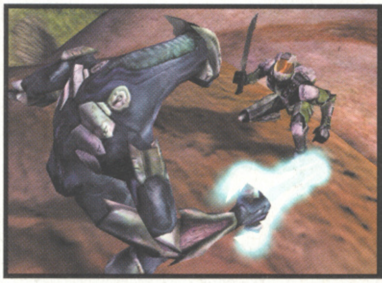
STUNNING LOOKS

What sets *Halo* apart, even at this early stage, are the incredible graphics and character animations, which rival FMV movies for quality. The in-game physics are convincing, and a wind blows over the planet, affecting your long-distance sniping aim. The game world also allows for diverse play – a flight sim fan could spend their time airborne, dogfighting enemy ships, as their compatriots blast baddies on the surface. If you're thinking along the lines of *Tribes*, then you're in-tune with us.

DEAN SCOTT



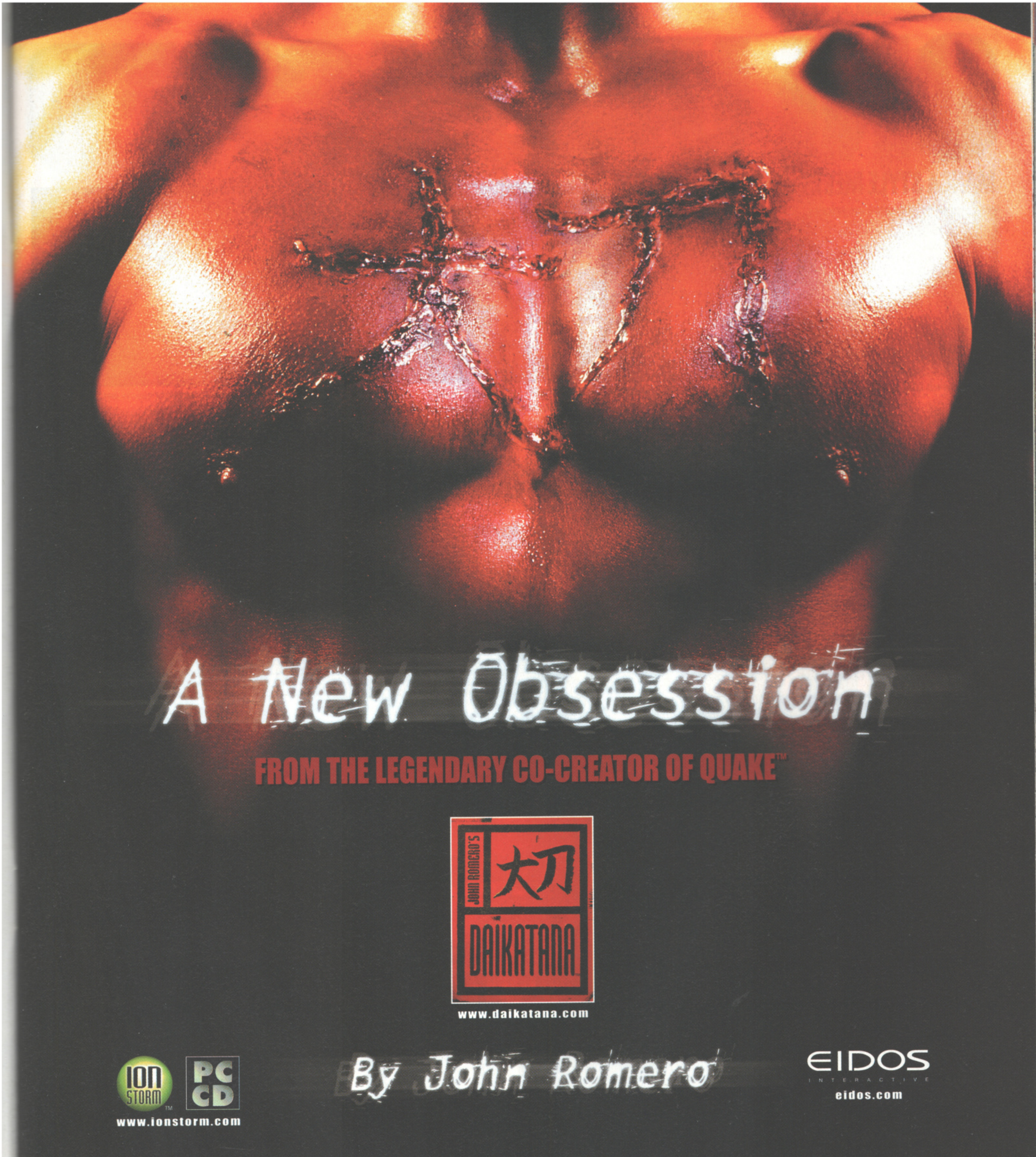
Teamwork is key: one of you orders the drive-through McD's, the other pays for it



There's never an army of human troops around when you need them. This man is very scared

WE RECKON

***Halo* is shaping-up to be one of the most significant online multiplayer games of 2000. Rally your crew, now.**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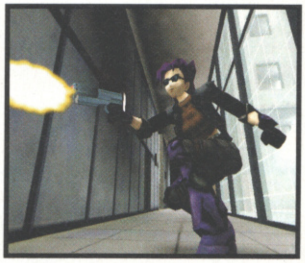
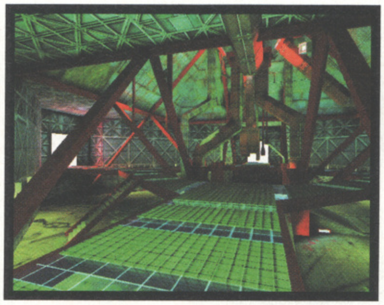
ONI UNLEASHED

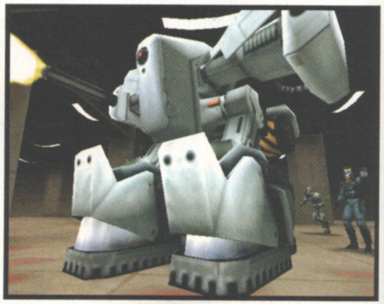
MANGA STYLE MEETS JOHN WOO ACTION

FACTS

GAME: **ONI**
FORMAT: **PC, MAC**
OUT: **SPRING 2000**
MULTIPLAYER: **ONLINE**
TYPE: **3D PERSON ACTION**
BY: **BUNGIE**
STATUS: **60% COMPLETE**







FIRST LOOK

IF YOU'RE the type of person who likes to roam around a futuristic Manga-styled cityscape in your spare time, *Oni* could just be the game you've been waiting for. Especially, when you're doing this roaming, you like to shoot people when you're armed and ruck with them *Tekken*-style when you're not.

GUN OR FIST?

A fast-paced third-person action game, *Oni* stands out from the crowd with its innovative combat system. Konoko, the game's main character, will quite happily engage an opponent hand-to-hand and with a wide selection of moves. She can also sneak up behind an enemy, disarm them and shoot them with their own gun. Setting traps in key areas is another tantalising option.

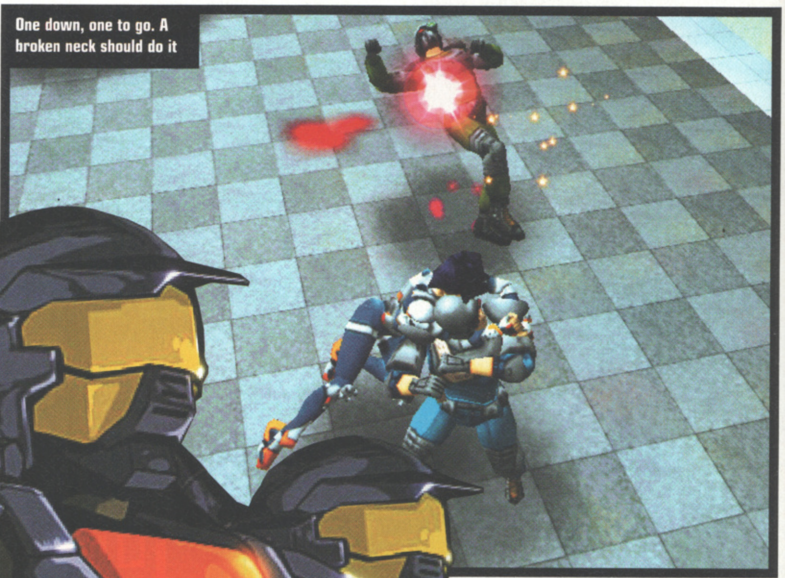
ACTION PACKED

The controls are simple to pick up and the graphics throughout are amazing. Konoko is a very agile character – she has to be if she wants to avoid death at the hands of a diverse enemy cast including ninjas and giant mechs. The action never lets up, and one amazing sequence sees Konoko pursued by a gang of ninjas across rooftops where she has to make death-defying jumps, as well as beat up the baddies. Expect lots of Hong Kong action-movie moments.

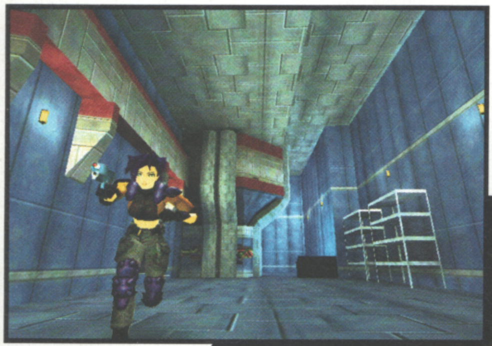
INTEREST RATE

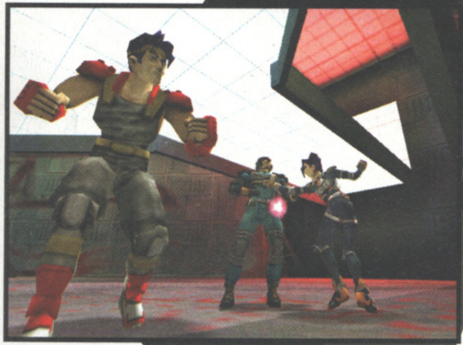
As much fun that jumping, running and fighting is, it can get tedious pretty quickly. Many other games have tried and failed to add long-term appeal to this type of game. To keep you excited, *Oni* promises to deliver a compelling plot, as well as an online deathmatch mode where you can run around snapping your mates' necks in a whole series of custom-built arenas.

DEAN SCOTT



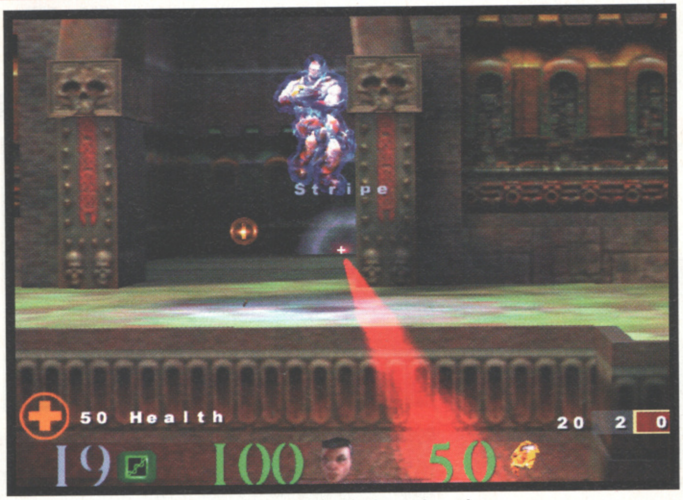
One down, one to go. A broken neck should do it



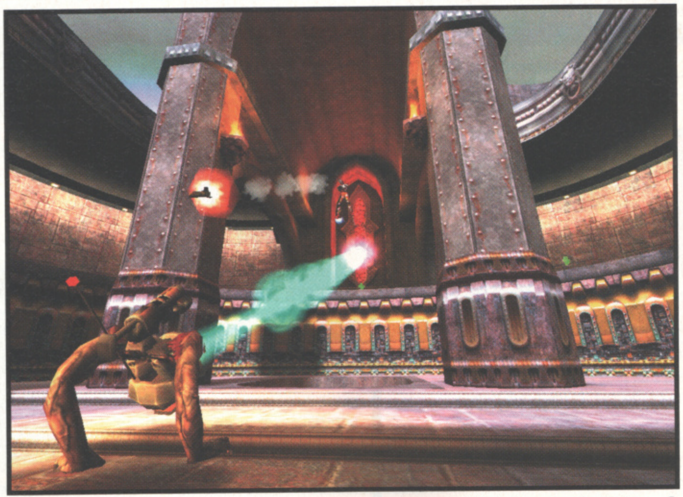


WE RECKON

If Bungie can keep the interest levels up, *Oni* will be a big hit. The basic game engine looks superb, and all it needs now is a plot to do it justice. We're sceptical of American's doing Manga, but we'd love to be proven wrong.



Bots don't run around mindlessly – attack and they'll take evasive action



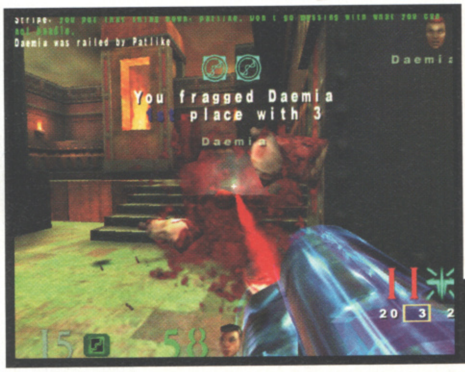
This shot's from the final release – different bot skins are obvious. Which body part pulls the trigger?

QUAKE 3'S READY TO RUMBLE

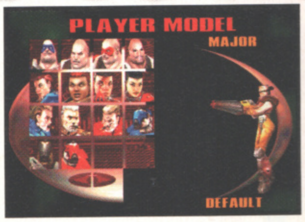
BUT WILL IT LIVE UP TO THE HYPE?

FACTS

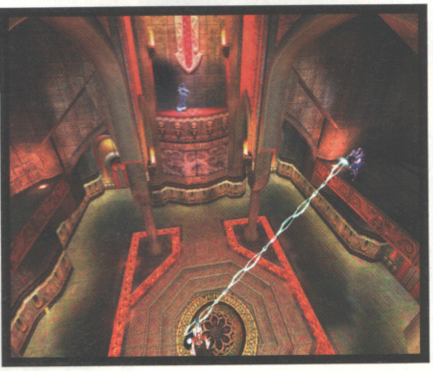
GAME: **QUAKE 3 ARENA**
FORMAT: **PC**
OUT: **DECEMBER**
MULTIPLAYER: **1-16**
TYPE: **FIRST-PERSON SHOOTER**
BY: **ID SOFTWARE**
STATUS: **95% COMPLETE**



Only a super-fast modem will cope with the 50Mb Test Demo download



More from the full version. Is that a rail gun or something new?



***QUAKE* FEVER has broken out again. You can virtually smell it on the Net. The third instalment of id Software's first-person shooter blast-fest is nearly ready and the big question is: Was it worth the long wait?**

BOT'S QUAKE?

Love it or hate it, you can't ignore the huge-selling *Quake* series, which converted from PC to console and quickly became a multiplayer phenomenon. Then developer id Software revealed that the third *Quake* instalment was essentially a multiplayer-oriented affair, replacing traditional single-player with bot matches. Others also unveiled similar offerings. *Turok Rage Wars* and *Unreal Tournament*, to mention two. What a coincidence, eh?

THE DEMO'S HERE

PC player's appetites were whetted last summer by three highly-addictive multiplayer *Quake 3* test levels. But they were just that – test levels, featuring no bot matches. As Computer and Video Games went to press, id finally posted *Quake 3 Test Demo* for download from the Net – the closest picture we'll get to what the game will look like, prior to release. The new *Test Demo* features the all-important bot-matches but, disappointingly, only one, tiny new level.

BOTS OF CHOICE

Despite that, the bot-match options are fairly comprehensive – take on the bots in a standard deathmatch, side with them in teams, or play tournament-style. Capture the flag is clearly planned for single-player too, and it looks like players may be able to issue instructions to their team. Or go multiplayer with a mate and fill the levels up with bots for a huge frag-fest in true *Quake* style.

You fragged Major
1st place with 3
10 3 0
0 100 103

KICK UP THE BOT

The bot intelligence looks pretty well-balanced, but you'll really need to duck and weave at the tougher settings. They don't just cycle around aimlessly till they bump into you, nor are they all-seeing. Chase one around a corner and they may wait to ambush you or they'll leg it backwards, jumping and firing while they head for health boosts. Make a lucky turn and you can frag 'em from behind before they spot you. But there's a price to pay for all this intelligence – we noticed that the more bots you have meant a marked slow-down on our PCs.

ALL CHANGE

In single-player, great effort has been made in recreating the feel and gameplay of a pukkah deathmatch. Even experienced online players might be fooled by the bots. While the final release could be vastly different, if the *Test Demo*'s anything to go by, it promises to be a graphically gorgeous masterpiece of fined-tuned gameplay, maps and weapons. The question then is whether the single-player experience will feel largely like a warm-up for a human head-to-head. Is that what most players want?

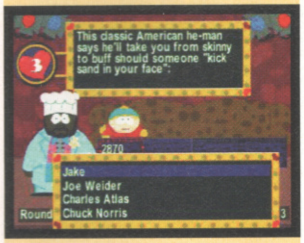
PETER WALKER

WE RECKON

Has id lost the plot in single-player? This could just end up as a cheaper way of fine-tuning combat skills before playing 'for real' over the Net. Only the final release will reveal all

CHEF'S LUV SHACK

FORMAT: DREAMCAST, PC, PLAYSTATION, N64
OUT: DECEMBER



This classic American he-man says he'll take you from skinny to buff should someone "kick sand in your face".

Jake
Joe Weider
Charles Atlas
Chuck Norris

That's an easy one, everyone knows the answer to that. Cartman wins again

Pick your favourite South Park star and prepare to be transported to game-show madness hosted by Chef. Those crude kids – Stan, Kyle, Kenny and Cartman – must answer trivia questions to earn points then compete in mini-games based on arcade and Atari hits of the early 80s. Including *Asteroids*, remade as Asses In Space, nice. Answer enough questions correctly in quick-fire mode and Cartman gets his ass probed. Questions may be aimed at South Park obsessives but we reckon the mini games are great fun. Could be the flip-side of the cute *Mario Party*.

EVIL DEAD ASHES 2 ASHES

FORMAT: PC, PLAYSTATION
OUT : LATE 2000

Square-jawed, shotgun-toting, chainsaw wielding... must be *Evil Dead*

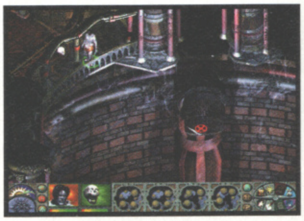
At last. Super-gross horror flick trilogy *Evil Dead* is finally getting a game of its own, picking up where the Necronomicon movie saga finished. The single-player, real-time 3D adventure game, takes you back to the infamous cabin in the woods to battle the forces of evil. Better still, it's being developed with support from the movies' creators and star Bruce Campbell. We reckon it's too early to call but the idea's superb. If it's half as good as the movies, you'd better play it on the toilet.

TOR-MENTAL

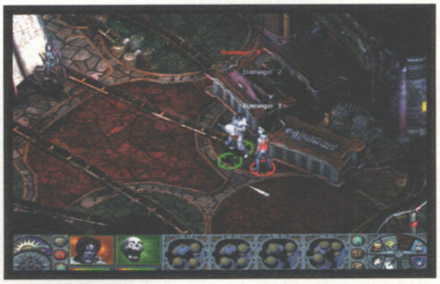
FACTS

GAME: **PLANESCAPE: TORMENT**
FORMAT: **PC, CD-ROM**
OUT: **JANUARY**
PLAYERS: **NO**
TYPE: **RPG**
BY: **BLACK ISLE STUDIOS**
STATUS: **95% COMPLETE**

NEW RPG *Planescape Torment* should drive *Baldur's Gate* heads mental with excitement. Not only does it look like a Gothic alternative, but it's made by the same company and uses the same combat engine. You start out by coming back from the dead on a mortician's table surrounded by half-autopsied corpses – with no memory and a talking skull as your first posse member. Dark enough for you? Get set for another stunning, expansive and highly-detailed game environment.



Alas, poor Yorick... who's Yorick?



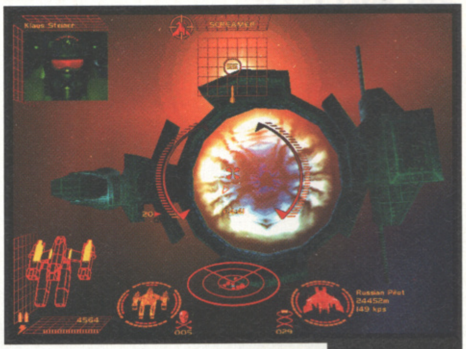
WE RECKON Now we don't mind waiting for the true sequel to *Baldur's Gate* – due out in late 2000.

LANCER BOILS

FACTS

GAME: **STAR LANCER**
FORMAT: **PC**
OUT: **SPRING 2000**
PLAYERS: **MULTIPLAYER ONLINE**
TYPE: **SPACE COMBAT**
BY: **DIGITAL ANVIL/ MICROSOFT**
STATUS: **90% COMPLETE**

THE TEAM that practically invented the computer game space opera with *Wing Commander* is back with a vengeance. *Star Lancer* places you in the space boots of a rookie volunteer fighter pilot, who's given a baptism of fire in some lethal missions. The graphics look great with some superb attention to detail – blowing up a space station sends its crew and much detailed debris tumbling through space. A tight plot and an all-action arcade emphasis make it one to look out for.



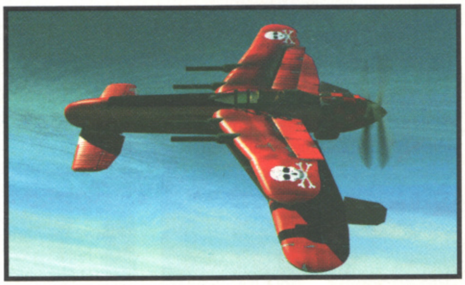
In space, no one can hear you scream... or fart

Start practising your dogfights

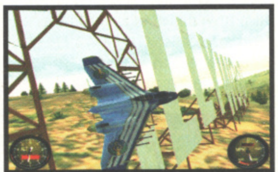
CRIMSON DAWNS

FACTS

GAME: **CRIMSON SKIES**
FORMAT: **PC**
OUT: **AUGUST 2000**
PLAYERS: **MULTIPLAYER ONLINE**
TYPE: **FLIGHT SIM**
BY: **FASA/MICROSOFT**
STATUS: **60% COMPLETE**



IT'S A flight sim, but don't go slipping into a coma just yet. *Crimson Skies* has an arcade bias, as you assume the role of an air pirate stealing from the rich – Robin Hood-style. You get to hijack trains, blow up zeppelins and indulge in all manner of crazy dogfights. Best of all are the simple controls – if you own a joystick you'll hardly ever need to touch the keyboard. If you're thinking *PilotWings* for the PC then you're getting close.



The scenery is completely interactive

Unfair Advantage Nº 15

Max's miniature flame thrower kept him well ahead of his mates
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VERY
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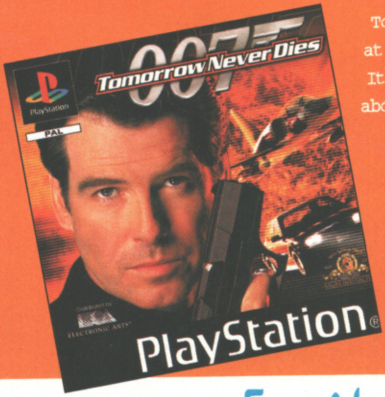
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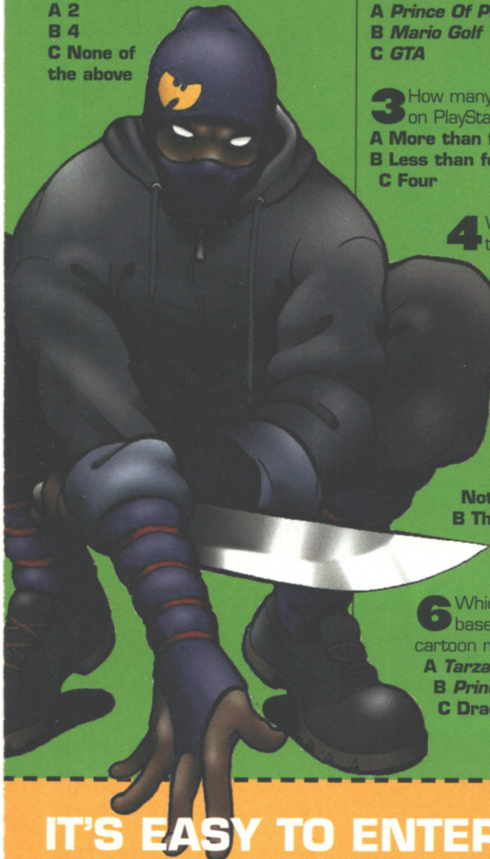
1 The rap band Wu-Tang Clan have a game out right now. How many people can play it at once?

A 2
B 4
C None of the above



2 Which Game Boy Color game got a Computer & Video Games 5-star award this month?

A *Prince Of Persia*
B *Mario Golf*
C *GTA*

3 How many CVG stars did *FIFA* on PlayStation get?

A More than four
B Less than four
C Four

4 What's the name of the character you play in *Nocturne*?

A The Weirdo
B The Loner
C The Stranger

5 The name of the new James Bond film is called?

A The World Is Not Enough
B The Blair Witch Project
C American Pie

6 Which new game is based on Disney's latest cartoon movie?

A *Tarzan*
B *Prince Of Persia*
C Dracula

7 What sort of animals feature in *Pen Pen*?

A Chickens
B Turkeys
C Penguins

8 Which gun-slinging worm makes a comeback this month with his own game?

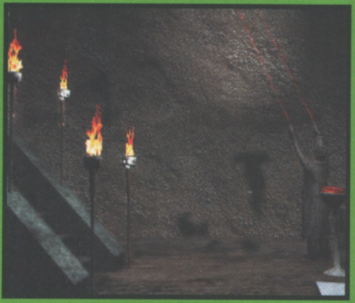
A Fat Boy Slim
B Earthworm Jim
C Earthworm Tim

9 What do you need to win to get to other theme parks in *Theme Park World*?

A. Golden Keys
B Holiday to Hawaii
C Packet of Hedgehog-flavoured crisps

10 Which page is this dead-cool screenshot from?

A 85
B 94
C 104



LAST MONTH'S ANSWERS

Want to know if you got the quiz right in issue 217? Here you go, then. The winner of the £100 will be in the mag, so please don't call us at the office. Ta very much.

1) C, N64
2) C, Ricky Ip Wai
3) C, 21
4) C, 60
5) C, Pocket Dragon Monsters
6) B, Spring
7) A, £25
8) A, Shenmue
9) A, December
10) A, X-Fire

LOOK WHO'S RICH

The winner of the quiz and £100 from issue 217 is... drum roll, please...
Philip Abrams, Manchester

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope, and post it to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 19th January 1999. So hurry up.

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

NAME: ....

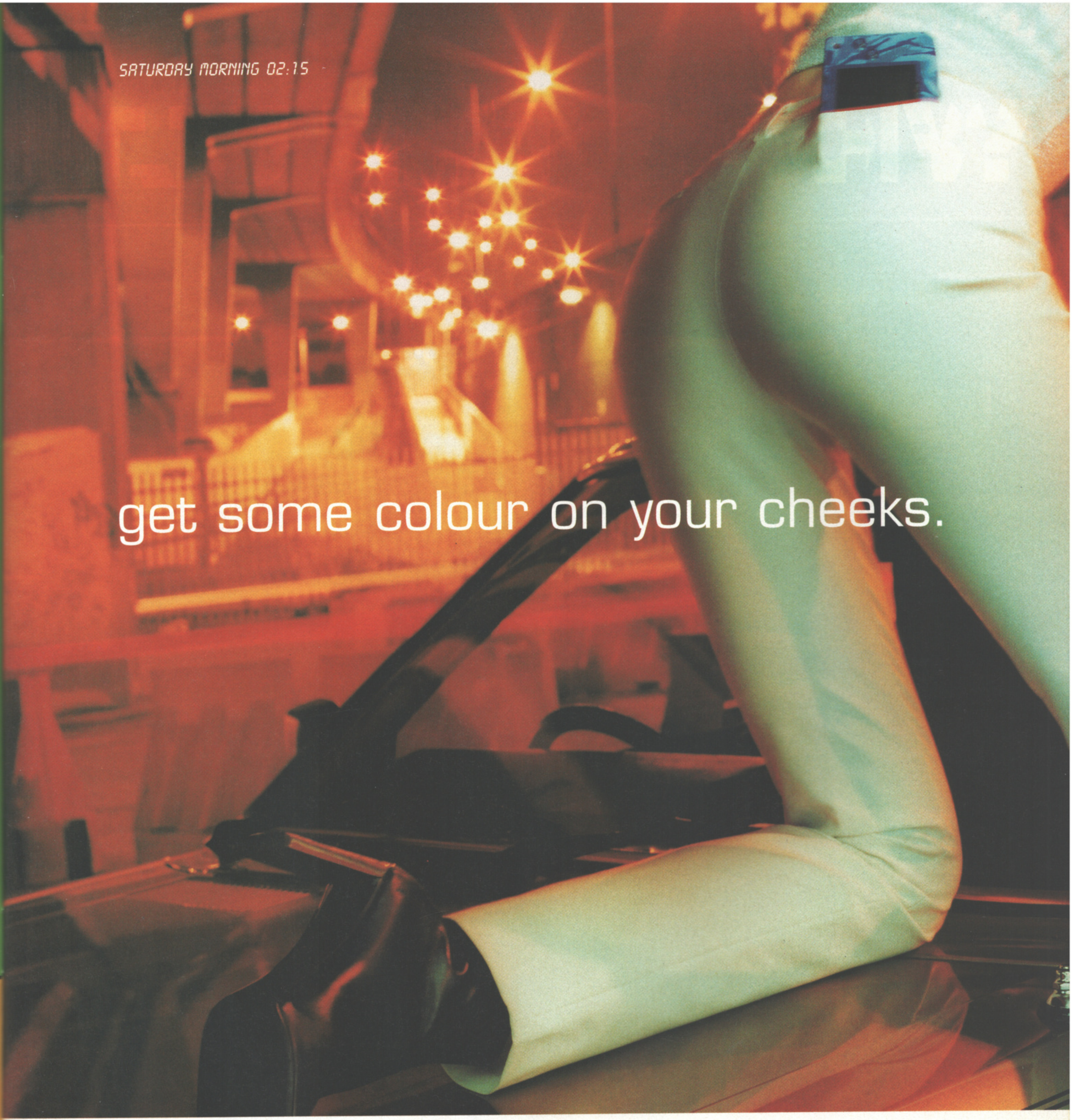
AGE: ....

ADDRESS: ....

....

....

On occasion EMAP Active publishers of Computer and Video Games and associated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐


SATURDAY MORNING 02:15
get some colour on your cheeks.

40 hours continuous playtime. 18 hot titles. 16bit colour power. 6 cool cases. 1 machine. Zero alternative.

SNK.

NEOGEO POCKET

NeoGeo £59.99 Games £24.99. Available at Electronics Boutique, Game, HMV, MVC, Dixons, Currys, @Jakarta, Beatties and all good independent retailers.

There are lots of awesome Dreamcast fighters out there, but which is most deserving of your dosh?

WHO'S THE ULTIM

A. THUNDER
60

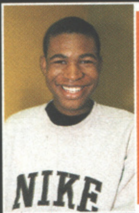
WORDS: DEAN SCOTT **PHOTOS:** KENNY P

IMATE WARRIOR?

There are some people who think the ultimate battle to the death takes place over the Net. They sit alone in their darkened bedrooms blasting people they've never met. These people are called geeks (only joking). But, there are some people who choose to fight their opponent face to face, using their awesome gaming skills to kick, punch and, occasionally, sword slash. These people are called warriors. We brought five potential Dreamcast Jackie Chan's together to judge a range of the best fighting games on the system.

YOUR JUDGES ARE...

These are real readers. They each played all the Dreamcast games and then... told it like it was.



NAME: **SIMON ALEXANDER**
AGE: **18**
A student from Mitcham with some fearsome 2D fighting skills. Would later annihilate the panel at *Marvel Vs Capcom* in between sustained bouts of laughing.

NAME: **PAUL FORD**
AGE: **16**
Our youngest player proved difficult to prise away from the PlayStation running *ISS Evolution*. Would later forfeit lunch for "just one more game".

NAME: **LEE ELMER**
AGE: **22**
The old man of the group, this retail manager attempted to use his silver tongue to sell us *Street Fighter: The Movie* and *Goal Storm* on PlayStation.

NAME: **PETER COOK**
AGE: **17**
First to arrive and last to leave. The gaming nut from Putney let *Final Fantasy VII* destroy his chances of good GCSE grades, and was up for some fighting action.

NAME: **COLIN BAKER**
AGE: **19**
Drove all the way from Stockport just to be part of the action. The office manager brought a touch of northern grit to our panel of southern softies. Or something.

NAME: **GEMMA KIDD**
AGE: **18**
Travelled down from Stockport with Colin to provide moral support. Did amazingly well not to pass out watching lads play fighting games for five hours solid.

THE MAGNIFICENT SEVEN

Our contenders for this seven-round fight to the death were:

Marvel Vs Capcom
King Of Fighters Dream Match 99
Street Fighter Zero 3
Power Stone
Virtua Fighter 3tb
Ready 2 Rumble
Soul Calibur

SECONDS OUT...

Read over to see what our panel of judges thought and find out which game will be crowned King of Fighters...

MARVEL VS CAPCOM

PRICE: **£39.99**
PLAYERS: **1-8**

Marvel comic book heroes square-up against Capcom's *Street Fighter* characters in an old-school 2D beat 'em-up.

WE SAID

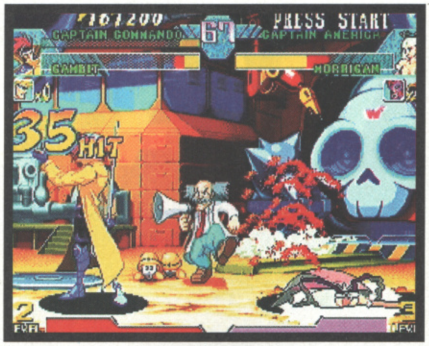
The controls are simpler than most Capcom fighters and the moves are completely over the top. If it's a fun fighter you're after, you won't go wrong giving this a go. 4/5

PLAYING THE GAME

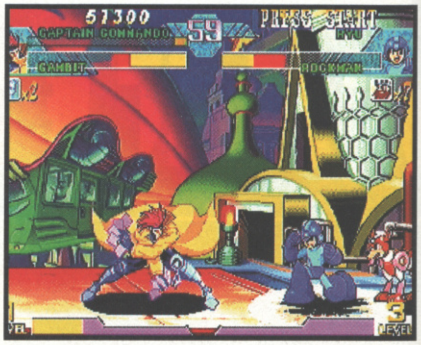
Simon noted the innovative tag team function, and prior knowledge of the special moves saw him make a mockery of our 'winner stays on' format.

THEIR VERDICT

"This isn't the game to turn me into a fighting game fan," said Paul. Lee added, "A 2D fighter needs to be something really special to stand up to 3D fighting games." Average reader rating: 3/5



PETER: "You can win too easily by tapping the same button"



LEE: "I just find it really boring...

KING OF FIGHTERS 99 DREAM MATCH

PRICE: **£39.99**
PLAYERS: **1-8**

The heroes of various SNK fighting games meet up on Dreamcast for their biggest battle yet. Again, 2D territory.

WE SAID

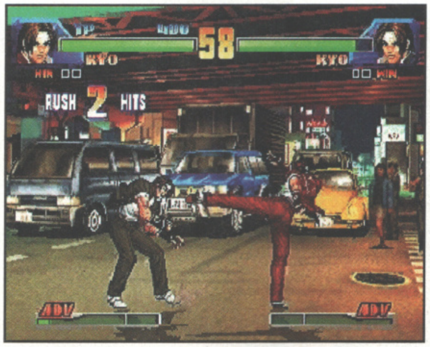
It's the most hardcore fighting game on the Dreamcast. You really need to put in the time to get the best from it. Persevere and you'll discover a game of awesome depth. 4/5

PLAYING THE GAME

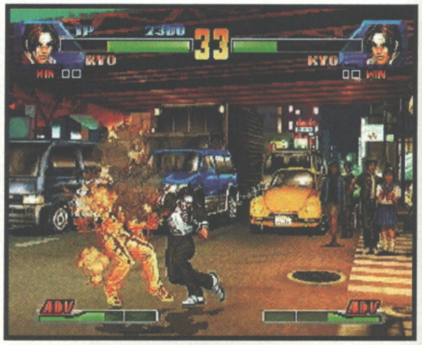
Everyone trashed it but Peter leapt to its defence: "This game is awesome. It's got stacks of characters and features."

THEIR VERDICT

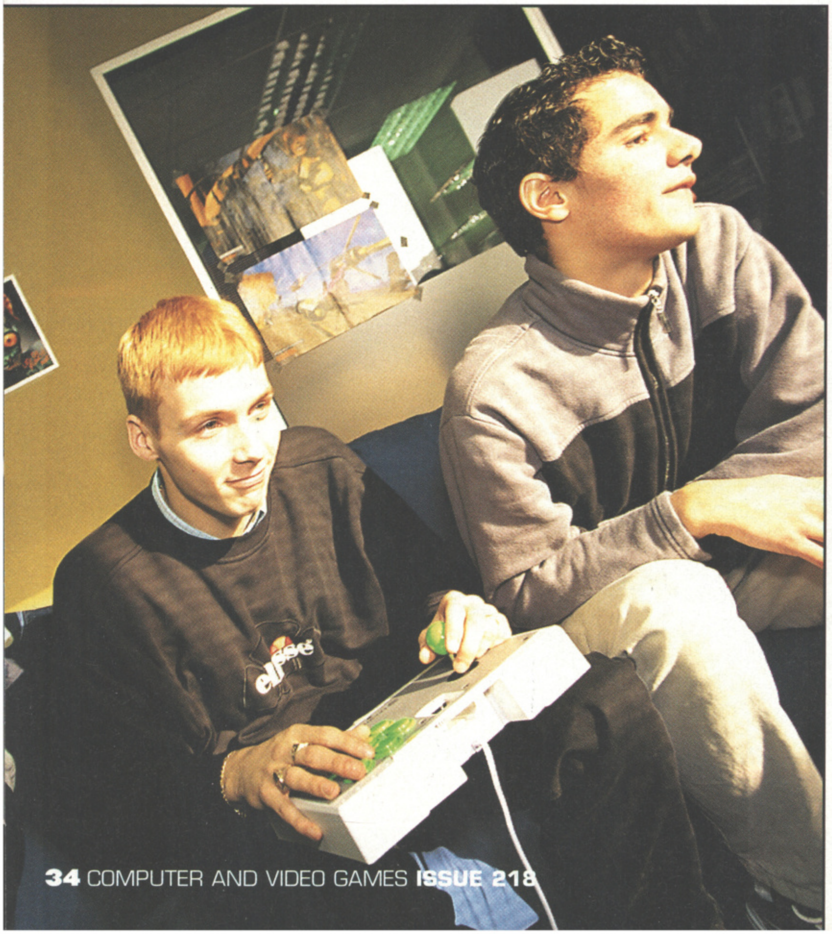
"This is crap. It's just not any fun at all," said Paul. Average reader rating: 2.5/5



SIMON: "It's just not user-friendly enough to be accessible"



PAUL: (shouting) "It looks like a Megadrive game!"



STREET FIGHTER ALPHA 3

PRICE: **£39.99**
PLAYERS: **1-8**

The world's most famous combat collective gets together for a stunning Dreamcast debut. There are 31 characters just waiting to bust their crazy combos all over the screen.

WE SAID

This is the greatest *Street Fighter* ever, with a million modes of play, loads of characters and sublime gameplay. You're better off playing with the Arcade Stick rather than with the standard pad. 5/5

PLAYING THE GAME

Simon said he was getting tired of playing the same old *Street Fighter* games. "The *Street Fighter* series has got the best characters ever, and this version plays fantastically," beamed Peter.

THEIR VERDICT

"It's the best *Street Fighter* game I've ever played," said Colin. Peter was typically understated: "It's awesome. Why? Because I say so." Average reader rating: 4/5

POWER STONE

PRICE: **£39.99**
PLAYERS: **1-8**

Truly original, with the combatants allowed to roam around the arena throwing things at each other.

WE SAID

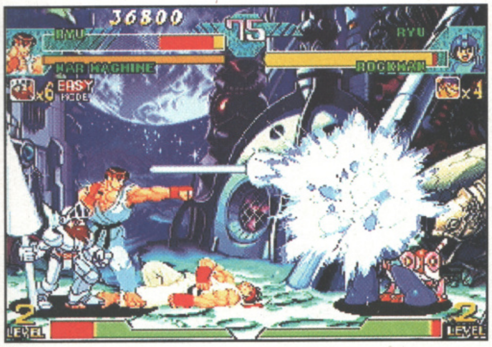
Power Stone has been on our play list since March. It's the game that convinces us that Dreamcast has something new to offer. PlayStation has nothing that comes close. 5/5

PLAYING THE GAME

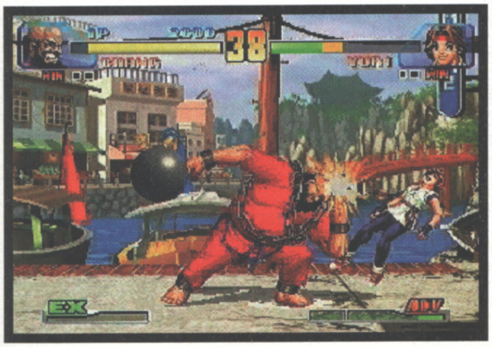
"It's really original for a fighting game. This could be the best fighting game out if there were more characters. The ones that are there aren't cool enough," said Lee.

THEIR VERDICT

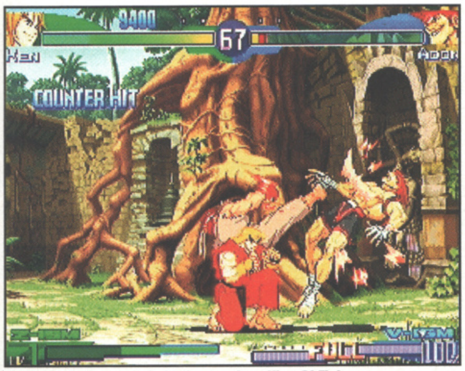
"The way you interact with the scenery makes it more like a scrolling beat 'em-up, and that puts it at the top of my list," said Paul. "People have got to play this game," said Colin. "Even if you hate fighting games this is different enough to make you change your mind." Average reader rating: 4/5


36800
RYU
75
RYU
WAR MACHINE
ROCKMAN
EASY MODE
2 LEVEL
2 LEVEL

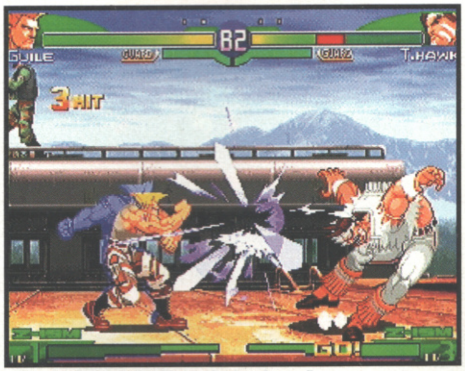
… I could never be bothered to learn the moves to be good at it"



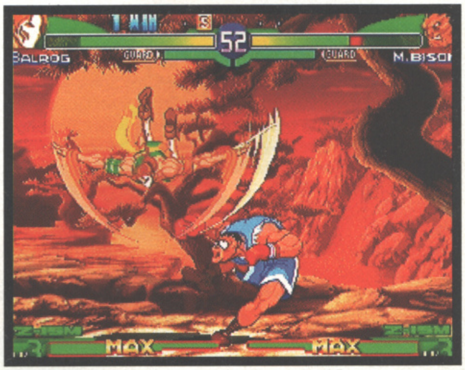
LEE: "It just looks disgusting"


9400
67
KEN
COUNTER HIT

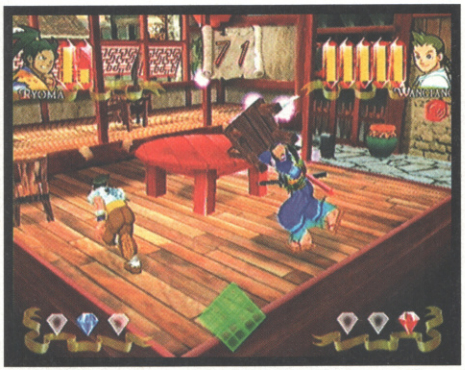
PAUL: "It looks a whole lot better than *King Of Fighters*…


82
GUILE
T.HAWK
3 HIT

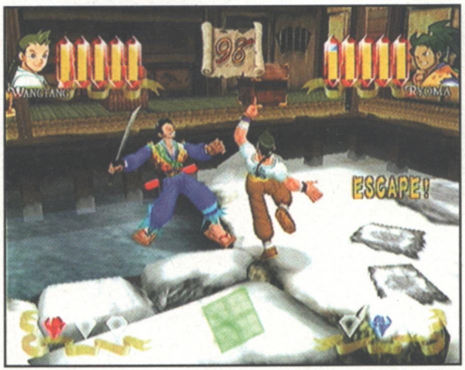
… even to an amateur like me it plays better."


52
BALROG
M.BISON
MAX
MAX

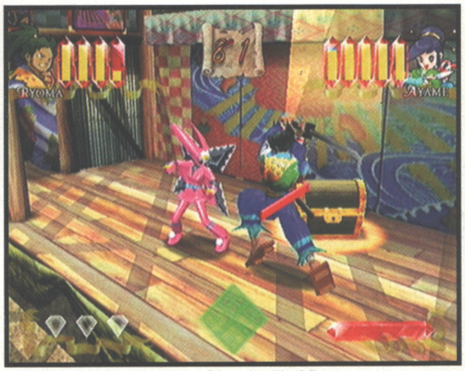
LEE: "The potential is there to get really good at it"


71
RYOMA
WANGTANG

SIMON: "This would be great if you had a load of mates round"


98
WANGTANG
RYOMA
ESCAPE!

COLIN: "The graphics are phenomenal and it's so easy to pick up"


81
RYOMA
AYAMI

PETER: "I love this. There's nothing else like it"

VIRTUA FIGHTER 3TB

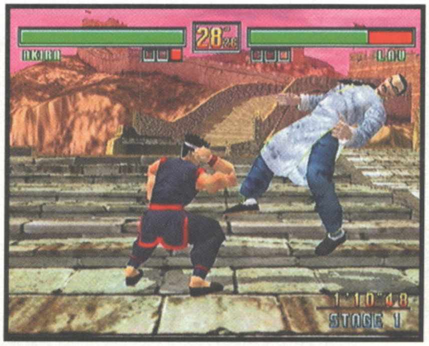
PRICE: **£39.99**
PLAYERS: **1-8**

Sega's premier fighting franchise hit Dreamcast and went down a storm at launch.

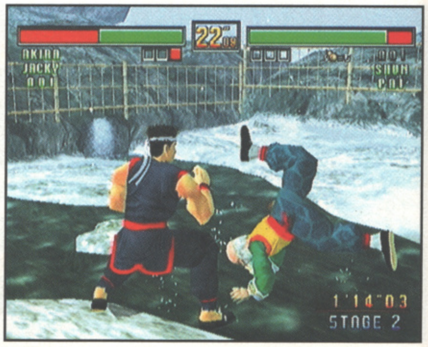
WE SAID
If you're taking your Dreamcast seriously, pick this up. If you're after something more flashy, wait for *Soul Calibur*. 4/5

PLAYING THE GAME
"It's just been released a couple of years too late. When the players fight each other in *NHL Hockey* it's a more enjoyable scrap than this," Peter quipped, to howls of laughter.

THEIR VERDICT
"You'd have to be a complete muppet to buy this," said Colin. "It's just too sluggish to play and there aren't enough moves," said Simon, summing up a strange apathy for one of Dreamcast's flagship titles. Average reader rating: 2/5



LEE: "The reflections and shadows are cack"



SIMON: "Whoever hammers the buttons fastest will win"

READY TO RUMBLE

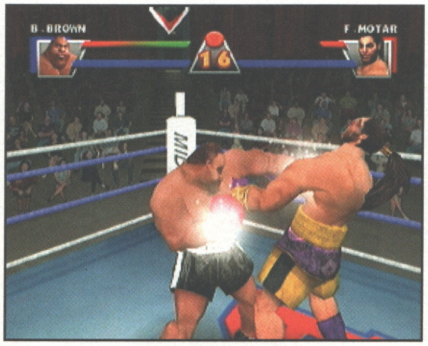
PRICE: **£39.99**
PLAYERS: **1-8**

Superbly caricatured boxers slug it out in one of the most entertaining and popular Dreamcast games yet.

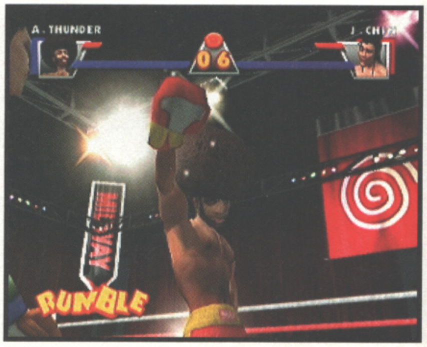
WE SAID
Plenty of fighters to train, great music and sound and virtually no loading times. Fantastic! 5/5

PLAYING THE GAME
"A good laugh, but I'm more into hardcore fighting games so it's not my cup of tea," said Peter.

THEIR VERDICT
"It's really cool. I'd definitely rent it out if I was having the lads round for a party," said Colin. Simon agreed, "It's the ideal game to play with a bunch of mates." Even Paul was impressed. "The playability is there for the novice player, and the gameplay is diverse enough for everyone to want a go." Average reader rating: 4/5



COLIN: "It seems to reward button-bashing a bit too much"



SIMON: "The moves had me in stitches. Good long-term appeal"

SOUL CALIBUR

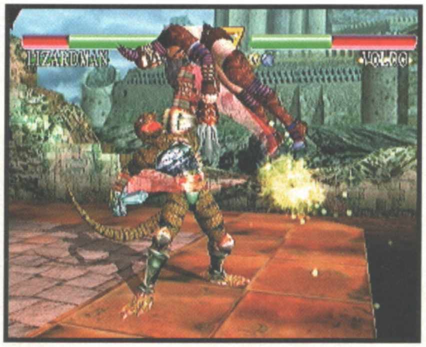
PRICE: **£39.99**
PLAYERS: **1-8**

Widely hailed as the best fighting game ever made. Warriors go at it with a fearsome array of hand weapons.

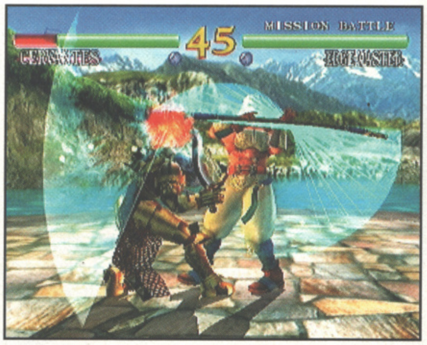
WE SAID
Top fighter for Dreamcast players to cut their teeth on. So amazing it hurts. 5/5

PLAYING THE GAME
Peter pointed to the fast and furious gameplay, the awesome visuals and sublime playability. "The potential is there to become an absolute legend at this," he whimpered, before nipping off to the gents to change his pants.

THEIR VERDICT
Simon said, "Hardcore gamers could play it for months but it's accessible enough to be an essential purchase for casual players, as well." Average reader rating 5/5



SIMON: "The graphics are the best I've ever seen"



LEE: "Graphics, sound and special effects are awesome"

THE SCORING: We asked each of our players to draw up their top three games of the day, awarding three points for first, two for second, and so on

FINAL STANDINGS

Our contenders voted for their top three. Here are the results: First: *Soul Calibur* (14 points) Second equal: *Ready 2 Rumble* (7) and *Street Fighter Alpha 3* (7). *Power Stone* scored a solitary third place vote from Paul, and Peter went for *King Of Fighters* in third.

LAST MAN STANDING

Soul Calibur was easily the best-looking game on display, and won due to its accessible, fast-paced gameplay and long-term possibilities. The strong showing of *Street Fighter Alpha 3* shows there's still a strong demand for the 2D fighter, providing it's done properly. The high acclaim heaped on *Ready 2 Rumble* and *Power Stone* proved there's still room for innovation in the genre, and indeed this is the way that new converts to the cause are most likely to be found. The big surprise was the caning dished out to *Virtua Fighter 3tb* – harsh, but they called it as they saw it.

CHAMPION 4 WINS.
CHALLENGER.
NIGHTMARE
PERFECT!!

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20th Century Fox Home Entertainment

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

DREAMCAST

■ SOUL CALIBUR

BONUS CHARACTERS AND STAGES: Beat Arcade mode with the standard characters to unlock new characters and arenas.

EXTRA MISSIONS: In Mission mode, move the cursor over the T-shaped mountain range above Japan. You'll hear the cursor 'click' into place. This gives you five extra missions. Two more missions are on the far left map in the upper right.

ENABLE EDGE MASTER: Beat Arcade mode with each standard and hidden character to activate Edge Master.

ENABLE INFERNO: Unlock Xianghua's third costume by purchasing Art Piece #39. Now beat Arcade mode as Xianghua in the extra outfit to enable inferno.

■ HOUSE OF THE DEAD 2 NAPALM GUN

Get a perfect head shot on the first three zombies in the first stage. You'll see a gun on the ground if you did it right.

BONUS ROOM: Beat the game without losing hostages to access a secret room.

INFINITE CONTINUES: Beat the game in Training mode and boss modes. You'll get a new Free Play option instead of Continue.

Chris Telfer, London

■ READY 2 RUMBLE BOXING

Here's a few cheats for this new boxing game:

FIGHT IN THE TWO-TIER ARENA: Select two-player Arcade mode, then hold L when selecting a boxer at the character selection screen.

FIGHT IN THE CHAMPIONSHIP ARENA: Select two-player Arcade mode, hold R when selecting a boxer at the character selection screen.

FIGHT IN THE GYM: Select two-player Arcade mode, then hold L + R when selecting a boxer at the character selection screen.

FIGHT IN THE OUTDOOR RING: Select two-player Arcade mode, then hold X + L + R when selecting a boxer at the character selection screen.

TAUNT OPPONENT: Hold X + A or Y + B during a match.

Will Malden, Boston

Will you leave my armpit hair alone!

PC CD-ROM

Chris Cubitt, from Inverkeithing, called into the office with two tip-top games tips and cheats.

■ SOUTH PARK

CHEAT MODE: During the game, press [Esc] to pause the game, then select options. Now click in the lower left-hand corner and enter one of the following codes:

BIG ENEMY HEADS:	EGOTRIP
INVINCIBILITY:	BEEFCAKE
ALL WEAPONS WITH UNLIMITED AMMO:	SWEET
DISPLAY FRAME RATE:	FRAMERATE

Scott Connell, from Manchester wins a healthy looking tenner for this Age Of Empires 2 cheat mode.

■ AGE OF EMPIRES 2: THE AGE OF KINGS

CHEAT MODE: Press [Enter] to display the chat window and type one of the following codes to activate the corresponding cheat function. The codes cannot be enabled in a multiplayer game unless the host selects Allow Cheats check box when the game is set up.

EFFECT	CODE
1000 STONE	ROCK ON
1000 WOOD	LUMBERJACK
1000 GOLD	ROBIN HOOD
1000 FOOD	CHEESE STEAK JIMMY'S
FULL MAP	MARCO
NO SHADOWS	POLO
FAST BUILDING	AEGIS
CONTROL ANIMALS	NATURAL WONDERS
INSTANT VICTORY	I R WINNER
INSTANT LOSS	RESIGN
SUICIDE	WIMPYWIMPYWIMPY
TALL, FAST MOVING, USELESS VILLAGER1	I LOVE THE MONKEY HEAD
COBRA CAR WITH TWIN MACHINE GUNS1	HOW DO YOU TURN THIS ON
KILL INDICATED OPPONENT	TORPEDO<NUMBER>
DESTROY ALL OPPONENTS	BLACK DEATH
SABOTEUR UNIT	TO SMITHEREENS

■ TOCA TOURING CAR 2

NEW VIEWS: Enter one of the following as your name to get the desired view. A voice says, 'Cheat mode enabled' when you get it right:

TOP DOWN VIEW	TOPDOWN
DRUNK VIEW	HANGOVER

GAME BOY COLOR

■ TOP GEAR RALLY

ALL CARS AND TRACKS: Enter YQX-%Z as a password.

TYPE-AR AND TYPE-MN CARS AND POLE COURSE: Enter YQX+%Y as a password.

HINT: For better cornering Hold Up and repeatedly tap A, B during the turns.

Zack Ritter, Hornchurch

LAP 1/3
8TH
00:51:69
BEST 09:59:99
136 MPH

MONEY

Send in your best tips and get £10 in return

PLAYSTATION

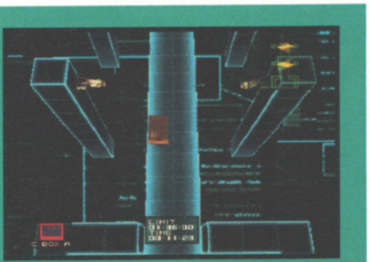
Paddy Knight, from Bath, has a range of solid hints and tips that'll see you right and earns him £10 for his troubles.

■ METAL GEAR SOLID

ALTERNATE COSTUMES: Successfully complete the game, reach the end credits and save the game. Load the saved game file and play through the game again. After completing the game the second time, wait until the credits end and save the game. Load that saved game and play through again. Snake will change into a tuxedo in the elevator in this game.

KONAMI GAME SECRET: Play the game using a memory card containing saves from another Konami game (eg, *ISS*, *Castlevania*, *Silent Hill*, etc.) When Psycho Mantis attempts to read your character she will mention various game titles.

STEALTH GEAR: Complete the game on the Easy difficulty level after submitting during the torture by pressing Select. Otacon will give Snake the stealth gear after being saved. Allow the credits to end, then save the game. Load the saved game to begin with stealth gear.



Fancy seeing Snake in a tuxedo? Try out these tips

BANDANNA: Complete the game without submitting to the torture, Snake will save Meryl and receive the bandanna. When used, it gives you unlimited ammo on all weapons.

CAMERA: Reach area B2 of the tank hanger. At the end of the hallway, to the right of the door where you fight Revolver Ocelot, is a secret room which is entered after using C4. In the room are card 4 and card 6 doors. The camera is in the room behind the card 4 door. Use the camera to see various extras and all the developing team in different locations. For example, you can see Fujimara in the elevator in Comm Tower B complex.

■ V-RALLY 2

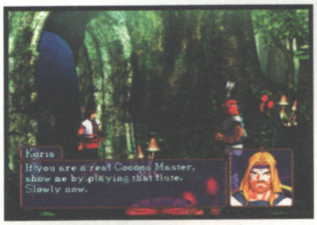
To unlock all cars and trophies, press: LI, RI, LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, UP, DOWN, X, X + select at the Game Progress screen. You'll hear a sound and that'll confirm the cheat. Now highlight an empty square and press X to unlock the corresponding car and trophy.

Iva Petrovic, London

■ JADE COCOON: STORY OF THE TAMAMAYU

FOR A FREE MUGWORT: Enter Beetle Forest for the first time. Koris is there, waiting to train you. Talk to him and go to attacking and defending. He will give you a free Mugwort to start with. Disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process to get free Mugwort.

Matt Dawson, Plymouth



Koris

If you are a real Cocoon Master,
show me by playing that flute.
Slowly now.

NINTENDO 64

We were 'Quake'-ing in our boots when we opened this letter from James Oliver, in Eccles, packed full of top tips and cheats.

■ QUAKE 2

PASSWORD: To access the password screen, choose LOAD GAME then press B when the list of saved games appears.

CHANGE LEVEL COLOURS IN MULTIPLAYER: Enter the password S3TC OOLC OLOR S??? to change the game's colour palette.

INFINITE SHOTS IN MULTIPLAYER: Enter the code S3T1 NFIN IT3S HOTS.

LOW GRAVITY IN MULTIPLAYER: Enter the password S3TL OWGR V1TY ???? to reduce the gravity in multiplayer games.

MISSION MODE: To access Mission mode, go to the password screen and enter the password FBBC VBBB FBBC VBF7.

■ BATTLETANX

For INVINCIBILITY, enter MSTSRVV as a password.

For UNLIMITED LIVES, enter LVFRVR.

For ALL WEAPONS, enter PLVRZM.

For UNLIMITED AMMUNITION, enter LTSFBLLITS.

For INVISIBILITY, enter CRSTLCLR.

To get ALL GANGS IN CAMPAIGN MODE, enter LTSLTSGNGS.

Aidan McGovern, Carrigaline, Co. Cork

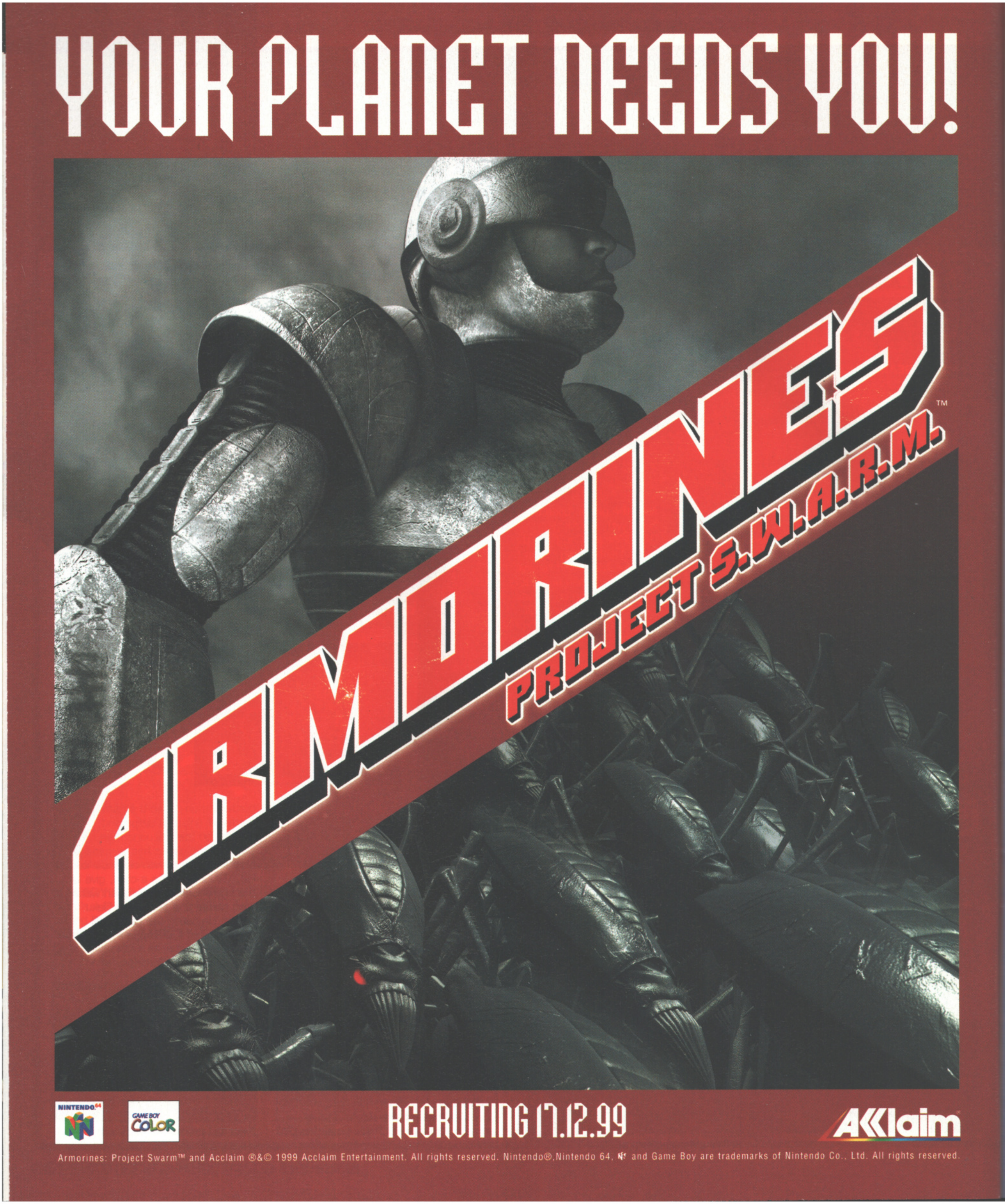
■ LEGEND OF ZELDA: OCARINA OF TIME

INFINITE BOTTLES: Here's a neat little bug in the game. Begin by getting a bottle on one of the C buttons and swipe it at something. Halfway through your swipe press start. Then, on the weapons menu, select an object. Make sure it's not necessary for the game, as it will be lost. Set the object on the same button on which you have the bottle and un-pause the game. The bottle will finish its swipe and, if you go back to the weapons menu, you'll see that the object has turned into a bottle! Use on all non-essential items.

FLOATING LINK: As a child, give Link the Hyllan Shield and crouch with R, then pause and select the Deku Sheild. Un-pause the game still pressing and it will appear as though Link is floating.

Ravi Lal-Sarin, Coventry

Never lose your bottle again. Cheat!

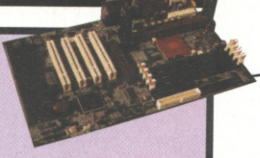

YOUR PLANET NEEDS YOU!
ARMORINES™
PROJECT S.W.A.R.M.
NINTENDO64
GAME BOY COLOR
RECRUITING 17.12.99
Acclaim

Armorines: Project Swarm™ and Acclaim ®&© 1999 Acclaim Entertainment. All rights reserved. Nintendo®, Nintendo 64, N and Game Boy are trademarks of Nintendo Co., Ltd. All rights reserved.

computer and video
Games
■ PC BUYER'S CHECKLIST ■
☐ PLENTY OF POWER
☐ BIG STORAGE
☐ TOP SOUNDS
☐ SHARP VISUALS
☐ SPEEDY CONNECTION
☐ COOL EXTRAS

"Dad, make sure you get this lot"

Coughing up a huge wad for a new PC is a scary business. The last thing any gamer wants is to open the box at Christmas and find a system that would have problems running *Space Invaders*. Our easy guide tells you what to look for when shopping for a serious gaming machine.



PLENTY OF POWER

Having lots of power will mean your games run faster, smoother and will be more exciting to play

❑ **CPU** – This is the thing that runs your PC and looks like a big lump of square-ish silicon. Grab the fastest model you can buy for smooth gameplay. You can get them from Intel, AMD and the like. I'd stick with the industry standard, Intel, though be aware that its Celeron processors are less powerful than Pentiums.
DREAM BUY: Intel 600MHz Pentium III

❑ **MOTHERBOARD** – This is the circuit board bit that has the slots that your CPU, add-on cards, hard drive, etc, plugs into. A badly-designed motherboard can cause all kinds of problems, slowing down the fastest hard drive or video card, as well as preventing you adding extra bits, like a 3D card, later on. So the more slots, the more room for expansion.
DREAM BUY: ASUS P3B-F

❑ **POWER SUPPLY** – A good one will cope with lots of expansion, providing rock-solid power and cooling for the rest of your system.
DREAM BUY: PC Power and Cooling Turbocool 300

❑ **SCSI CONTROLLER** – Another circuit board bit that's useful for connecting SCSI add-ons. A fast SCSI controller means that you can buy a fast SCSI hard drive to attach to it, sending your hard drive speed into warp speed!
DREAM BUY: Adaptec 2940u2w

BIG STORAGE

Almost every PC comes with a CD drive but don't skip on the hard drive space. Not if you want to store more than one or two games

❑ **CD-ROM** – All games arrive on CD-ROM at the moment. Some games access the CD during play, so a fast drive is essential to prevent chugging gameplay. Speeds are measured like this: x4, x8, x16, etc. A x8 drive upwards is what you need.
DREAM BUY: HiVal 6x SCSI DVD Kit (includes 32x CD-ROM)

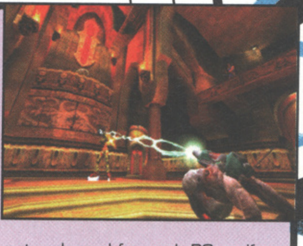
❑ **DVD** – DVD disks look like thick CDs but hold more info, which means DVD movies are better looking/sounding than video tapes.
DREAM BUY: HiVal 6x SCSI DVD Kit

❑ **HARD DRIVE** – Store all games on this. Hard drives are measured in megabytes (thousands of bytes, Mb for short) and gigabytes (a thousand megabytes, Gb for short) of memory. The bigger your hard drive, the faster it will run and the more games you can store on it. Not to be confused with Random Access Memory (RAM), which is like the CPU's short-term memory and can be bolstered to speed up your system. 128Mb is great.
DREAM BUY: Quantum Atlas 10K

❑ **REMOVABLE STORAGE** – They come in all kinds and sizes. 3.5-inch floppy drives (small slot at the front of the PC) come as standard on most PCs. Each disk, which isn't floppy at all, stores just over one Mb of data.
DREAM BUY: Iomega Jaz2

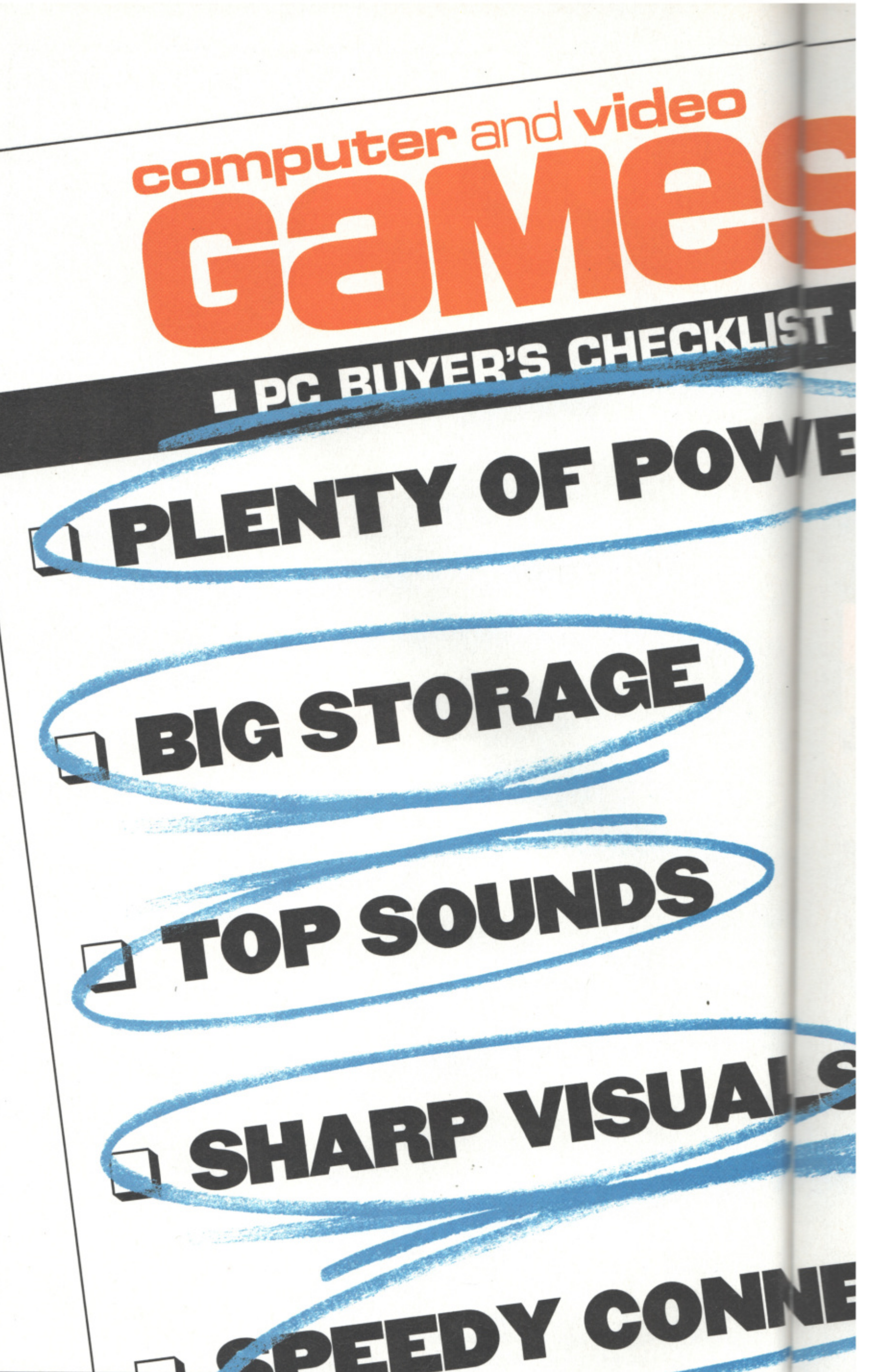
SPEEDY CONNECTION

If you're going to play online, your machine can give you the winning edge



❑ **MODEM** – Nip on to the Net, download patches or take part in multiplayer games. Most modems run at speeds of 28k, 33k or 56k (the higher the figure, the faster it runs). The next level up is ISDN, which uses an add-on card, special wiring and is expensive.
DREAM BUY: ISDN

❑ **NETWORK CARDS** – There's nothing quite like multiplayer gaming. Sure, you can do this over the internet but playing over what's called a LAN network (ie, hooking up several PCs together in the same room or building) means there are no delays. You'll need a network card for each PC or, if there are just two, then a null modem cable, which is slower but cheaper.
DREAM BUY: 3Com Etherlink XL 10/100



LIST ■

WER

ALS

NECTION

AS

TOP SOUNDS

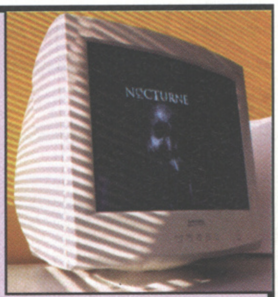
If your PC sounds like your nan's wireless, then you'll never get the best out of your playing

☐ **SOUND CARD** – Sounds. Music. Effects. That's what a sound card brings to your game. Nowadays, though, you can also generate 3D sounds using surround sound.
DREAM BUY: Montego II Quadzilla

☐ **SPEAKERS** – Your listening experience flies or falls here. Speakers come in all shapes and sizes, as do the amplifiers that drive them. Some come with speakers called subwoofers – which are separate speakers that often look like a simple box, designed to create sub-bass noises and make your room sound like you're out clubbing.
DREAM BUY: Eminent Technologies LFT-11

SHARP VISUALS

If you're a scrooge with your money, your latest games could look like something from the 80s



☐ **MONITOR** – The window on to your game. Your monitor should be crisp and clear to make your game look good and help avoid tired eyes. The bigger the size of the monitor (the glass portion is measured diagonally and listed in inches in magazine ads) the more impressive your game looks. Try a 17in model if you can.
DREAM BUY: Mitsubishi 2020u 21-inch

☐ **VIDEO CARD** – For general viewing in a 2D environment, a basic video card is essential. Nowadays, video cards can help to move 3D images around but they're not as good as a dedicated 3D card. A good video card can show brilliant TV pictures and DVD movies, too.
DREAM BUY: Guillemot Xentor 32

☐ **3D ACCELERATOR CARD** – On their own, 2D graphics cards have a hard time moving 3D objects. They don't seem to have enough 'ooomph'. Which is why most gaming PCs have a 3D card included to move and shake those large, heavyweight 3D images.
DREAM BUY: 3dfx Voodoo2 1000

COOL EXTRAS

If you've got everything else sorted, then you might as well have these, too

☐ **MOUSE** – Point and click. These sound a little boring but if your mouse doesn't fit your hand properly or move well, it can be rather irritating. Huge variations in shape, colour, style. Three-buttons are better than two.
DREAM BUY: Logitech Mouseman Plus

☐ **KEYBOARD** – Similarly, potentially boring but if the feel of the keys and the layout irritates you it can interfere with your gaming experience. Fancy ones bend in the middle to make life easier on your hands.
DREAM BUY: Avant Stellar Keyboard

☐ **CASE** Holds all the bits in one tidy box. A good case enables you to move the PC's bits and pieces around with ease, especially if you see yourself upgrading in the future.
DREAM BUY: In-Win IW-Q500 Full Tower Case

PC BUYERS GUIDE

computer and video GAMES RECOMMENDS...

We've searched the country for the best games PCs. Get any of these at Christmas and you'll be in game heaven till the middle of the next century – or the next few years, at least

£500-£1000

MESH ELITE 500CB
TEL:**0181 208 4708**
PRICE:**£939**
CPU:**CELERON 500**
RAM:**128MB**
HARD DISK:**12.1GB**
3D CARD:**VOODOO 3 AGP**
SOUND CARD:**SOUND BLASTER PCI64V**
SPEAKERS:**2 X 5W SPEAKERS**
DVD:**YES**
CD-ROM:**X32**
MONITOR SIZE:**17"**
MODEM:**DIAMOND SUPRAEXPRESS 56K**

IT'S UNDER A GRAND – GOTTA BE SLOW, RIGHT?
No. The low-cost CPU, the Intel Celeron running at 500MHz, makes this PC good value – and fast.

BUT THE REST OF THE PC HAS GOT TO BE CHEAP AND TACKY
Quality components is where the Mesh really scores. The quality add-ons make more expensive PCs quake in their boots. You also get a 17in monitor for wide-view gaming, a fast Voodoo 3D card and loads of RAM – a true bargain!

ANY FREEBIES?
Now you come to mention it, yes. However, it's all boring stuff like Wordperfect Office 2000.

£1000-£1500

DELL DIMENSION XPST500
TEL:**0870 152 4850**
PRICE:**£1,409**
CPU:**PENTIUM III 500**
RAM:**128MB**
HARD DISK:**9.1GB**
3D CARD:**DIAMOND VIPER V770D**
SOUND CARD:**SOUND BLASTER LIVE! VALUE**
SPEAKERS:**LANSING ACS 340**
DVD:**YES**
CD-ROM:**X32**
MONITOR SIZE:**17"**
MODEM:**3COM 56K**

I SAVED UP FOR THIS – IT BETTER BE GOOD
Oh it is – very. It's fast and has excellent video, monitor and sound.

ANYTHING ELSE?
When you use a Dell it feels right, gives you more confidence. A bit like sitting in a Ferrari after driving around in a Mini Metro. There's a bit a class with a Dell.

WHAT IF IT BREAKS DOWN?
Shouldn't do. However, if anything does go wrong or if you need extra help, Dell is well-known for its after-sales help service.

£2000+

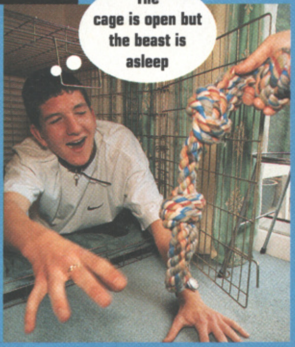
DAN ULTIMATE PLUS
TEL:**0870 444 7015**
PRICE:**£2,730**
CPU:**PENTIUM III 600**
RAM:**128MB**
HARD DISK:**13GB**
3D CARD:**VOODOO3 3000**
SOUND CARD:**SOUND BLASTER LIVE! 1024**
SPEAKERS:**PC WORKS FOURPOINT SURROUND SOUND**
DVD:**YES**
CD-ROM:**X32**
MONITOR SIZE:**19"**
MODEM:**56 KBPS V90 VOICE/FAX**

WHAT DO I GET FOR ALL THAT DOSH?
The main reason for the higher price is the Intel 600MHz model of the Pentium III – the most advanced and fastest Intel chip around. Also, you're getting a whopping 19in monitor which will make playing a computer game like going to the movies.

MOVIES?
Just listen as those surround sound speakers and Sound Blaster card suck you into the action.

RELIABLE, THEN?
Very. In fact Dan has been winning awards for its PCs on quality and reliability for years.

Er... where'd that damp patch come from?


The cage is open but the beast is asleep

Lower, lower. Why couldn't they get a girl to do this?
Ah, what a cute puppy, let me tickle his belly

THE MUTT'S NUTS

It's a dog's life... if you want our free Dreamcast

Oh mum, not dog food for dinner again

A trip to the park; about time, I'm dying for a crap

Call that a stick? It's an insult to my fetching skills

Look at his lovely healthy coat. I feed my fellas only the best

Erm... we're getting a bit close to my school, can we stop now?

I'll go and dump in his bed, that'll teach him to play with my gear

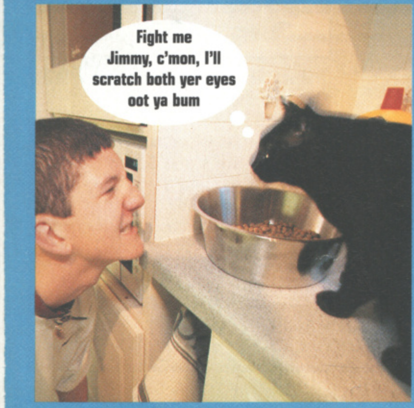
Dog-gone crazy 16-year-old Chris Bentley went as low as you can go to get his paws on one of our free Dreamcasts. The Surrey lad pledged to live like his pet pooch Molly for a day to win our What I Would Do For A Dreamcast competition. So we dispatched our very own Dreamcast Dan to bring him to heel.

WOOF WOOF

After a refreshing night's kip in the dog cage, Chris lapped up his new canine life with a bowl of water for breakfast. Tummy rubs and barking at the cat are all in a day's work when you're desperate for a Dreamcast. Embarrassing enough? Nah. It was time to head outside for walkies, where a few of Chris' mates spotted him chasing sticks in the park. Then it was back indoors for a bowl of nourishing doggy food before bed.

YOU CANINE BE SERIOUS

'I'd have done anything for a Dreamcast,' said Chris, who plans to spend the next month in his room playing his prize. Hundreds of you entered our Dreamcast comp, pledging to perform insane stunts for a free Dreamcast. Our first winner, featured last issue, bathed in maggots in front of our offices wearing only a nappy. Top that!


Fight me Jimmy, c'mon, I'll scratch both yer eyes oot ya bum

Look what the cat dragged in. What a state

Dreamcast
Look at him. He can stand on his hind legs and beg, too

DREAMCAST WINNER

It's better than sitting in a bath full of maggots, plus I get to keep my clothes on!

WHAT YOU NEED TO KNOW

Lost, confused, frustrated? So call The Samaritans. We're here to help you with your gaming worries. Send all your queries to the address at the end. Just be sure to ask about UK versions of games.

11837
360 FLIP + BENIHANA
720 X2

This sort of thing takes practice, practice... or our cheats

In the Temple of Life you'll need your teddy bear

TONY HAWK'S SKATEBOARDING

What a game! But this PlayStation game is tough. Can you help me out?
Jeremy McMullan, Stoke

Push your trolley over here Jeremy, and check this out:

- Cheat mode: Pause gameplay, then hold L1 and press Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The pause screen will shake to confirm correct code entry. All levels, tapes, FMV sequences, and Officer Dick will be unlocked.
- 10x multiplier: Pause gameplay, then hold L1 and press Square, Triangle, Up, Down. The pause screen will shake to confirm correct code entry. You will have 10 points in all stats for the current skater.
- 13x multiplier: Pause gameplay, then hold L1 and press X, Square(2), Triangle, Up, Down. The pause screen will shake to confirm correct code entry. You will have 13 points in all stats for the current skater.
- Level select: Pause gameplay, then hold L1 and press Triangle, Right, Up, Square, Triangle, Left, Up, Square, Triangle. The screen will shake to confirm correct code entry.
- Special always available: Pause gameplay, then hold L1 and press X, Triangle, Circle, Down, Up, Right. The pause screen will shake to confirm correct code entry.

SHADOWMAN

Can you tell me how to get to the end of the Temple Of Life, Wasteland, level on the PC? It's driving me mad! I've just got a Cadeaux and am about to jump off a platform; there's some spikes below, I think.
Kevin Weat, London

I think I know where you are, Kevin. Here goes: Leap off that platform behind you, but watch out for the spikes as you land! Turn around and run to the end, jumping over the gap and into the passage beyond.

Follow this passage, ignoring the Cadeaux behind the gate and blasting the jars and destroying the Bladed Ghoul there before dropping down the hole on the left. Watch out for the four Bladed Ghouls in the room at the end – it's better to get out of the tunnel and face them in the open room than have them all come down to get you in the enclosed passage. When they're dead, drop down the hole into the watery room and head down the passage at the side.

Follow the tunnel to enter the Temple Of Loa – this is an important place and should be noted as such. Each time you find 100 Cadeaux, you should return here by warping-in via the Baton Altar and offer them on the Loa Altars at the sides to increase your Life-force. Ahead, on a pedestal at the end, is the Baton. Place it in your left hand and use it on the glowing altar to teleport back to the altar near the entrance of the lava area. With the Temple Of Life cleared for now, pull out your teddy bear and use it to transport yourself back to the Prophecy Chamber on the Paths of Shadow. Run through the Coffin Gate at the top of the ramp and through the passage to the rope bridge. Drop down and use your Dark Soul powers to open the next Coffin Gate. Da-daaa! That's it.

computer and video Games GUARANTEED WINNERS

A selection of the cheats we've found this month on our travels. Don't forget, if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

PC CD-ROM

■ SYSTEM SHOCK 2

● CHEAT MODE: Hold [Shift] and press [Semicolon] during gameplay, while in Action mode and the inventory is not on screen, to display the command prompt. Type one of the following codes and press [Enter] to activate the cheat function.

EFFECT	CODE
Maximum stats	ubermensch
All psi points	psi_full
Cycle available ammo	cycle_ammo
Toggle compass state	toggle_compass
Toggle query cursor	query <0 or 1>
Toggle split cursor	split <0 or 1>
Bind quick slot	quickbind
Activate quick slot	quickuse
Display version no.	show_version
Toggle inventory pnl.	toggle_inv
Reload from inventory	reload_gun

NINTENDO 64

■ GOLDENEYE

● BONUS WEAPONS: Complete each of the following levels to obtain the weapon.

WEAPON	LEVEL
Magnum	Antenna Cradle, Janus Base
Laser	Aztec Complex (as 00 Agent)
Golden Gun	Egyptian Temple

● BONUS CHARACTERS: Enter the Multiplayer mode character selection and display the last available character (Mishkin or Moonraker Elite). Next, press the following controller combinations. Hold L + R and press C-Left. Hold L and press C-Up. Hold L + R and press Left. Hold L and press Right. Hold R and press Down. Hold L + R and press C-Left. Hold L and press C-Up. Hold L + R and press Right. Hold L + R and press C-Down. Hold L and press Down. An additional 31 characters will now be available to you.

PLAYSTATION

■ SLED STORM

● STORM SLED: Enter the options screen, select the load/save

READY 2 RUMBLE BOXING
AFRO THUNDER
SALUA
"RAGING" RIVERA

Be a champ not a chump. Cheat and win in *Ready 2 Rumble*

READY 2 RUMBLE BOXING

I keep getting wiped out in this Dreamcast game, can you help me out?
Gordon Albini, Swansea
Let me dive in with a towel and a soggy sponge to help you clean up. Try this lot:

- Champ class boxers: Enter Championship mode and enter POD 5! as a gym name. Include the exclamation mark and the space between 'D' and '5'. Exit championship mode and enter Arcade mode to have access to all the boxers, including Damien Black.
- Gold class boxers: Enter Championship mode and enter MOSMA! as a gym name. This also unlocks Nat Daddy in Arcade mode.
- Silver class boxers: Enter Championship mode and enter RUMBLE BUMBLE as a gym name. This also unlocks Bruce Blade in Arcade mode.
- Bronze class boxers: Enter Championship mode and enter RUMBLE POWER as a gym name. This also unlocks Kemo Claw in Arcade mode.
- Leprechaun cornerman: Press X + L + R at the character selection screen.
- Alternate cornerman voices: Hold X and press the D-pad at the character selection screen.
- Alternate costumes: Press X + Y at the character selection screen.
- Alternate backgrounds: Set the system date to December 25 to place Christmas trees in the prize fight arena.

Set the system date to October 31 to place skeletons in the crowd.

LINE OUT
0ft
1'29"
TOTAL WEIGHT
3lb 13oz
W.TEMP 73.9°F
13lb 00oz
×4

Fishing boring? Not with our cool tips

SEGA BASS FISHING

I'm really enjoying this game on Dreamcast after seeing your review, but I wondered if there were any cheats for it.
Jim Quinn, Dover
There certainly are, Jim. Try these four:
1. Change lure colour: Press Up or Down in Original mode to choose an alternate lure colour.
2. Sonic lure: Successfully complete all five professional tournaments in Original mode.
3. Female character: Press A + B at the Arcade mode level selection screen.
Alternate clothes and boat colour: Reach the final tournament in Original mode.
4. Secret practice levels: Successfully complete the game in Arcade mode. Three new levels will be unlocked under practice mode. Successfully complete Lake Paradise in Original mode to unlock the Palace level in Practice mode. Successfully complete Lake Crystal in Original mode to unlock the Falls level in Practice mode.

Need some help with *FFVIII*? No problem

FINAL FANTASY VIII

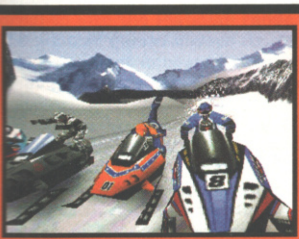
It's finally here! Well, I dived into this one with my PlayStation like I dive into trifles. Head first! So, er – got any hints and tips for me? Especially defeating Diablos and finding GFs.
Fred Alroyd, Liverpool
I'll give you some hints but you're on your own with your head full of cream and custard 'n' stuff.

- Finding GFs: One of the most commonly overlooked things to do in a heated battle is drawing from Bosses. By using the Draw command, you may find a hidden GF in a Boss. Try drawing from the Evorlet in disc 1 to find Siren. Draw Leviathan from Norg in disc 2. Draw Pandemonia during the battle with Fujin and Rajin in disc 2.
- Defeating Diablos: First, cast Blind on him. Follow this by drawing Demi spell into your inventory. From your spell inventory, cast the Demis on Diablos. Diablos will respond by casting Curaga on that character. This will not work if you do not stock his Demis.

Here's a few extra hints that should ease the pain a bit more:

- For no random battles: To avoid any random battles outside of towns, rent a car for 3,500 gil, walk on train tracks, walk on paved roads, or get Diablos' No Encounter ability.
- For free potions: You can get free Potions in Timber Town in disc 2. Get Rinoa in the party, then go to the bridge (over the railroad tracks) where you saw the guards. Keep returning until a man appears. Talk to him, then talk to him a second time to receive a Potion. Leave the screen and return until he appears again and repeat.
- For easy ability points: Go to Cactaur Island, earn 20 AP for each Cactaur that's defeated in battle. Cactaur Island is the small island covered by a desert.
- For easy experience points: Display the world map and travel to the left-most island. It contains powerful monsters that can easily level-up your characters after battles.

That'll see you right for a bit!



It's easy to get a faster sled

option, and display the password screen. Then, enter Circle, Triangle, Square, R2, R2, L1, X, Triangle as a password. The Storm Sled, which can travel at speeds of up to 50mph but may crash more, will be selectable in single-race mode.

- PLAY AS SERGEI: Enter Square, L1, Square, L2, Triangle, R2, X, Circle as a password.
- PLAY AS JACKAL: Enter L2, L2, Circle, R2, Square, R1, L1, Triangle as a password.
- BONUS POINTS: Run over the rabbits that appear on the track to get 7,500 points.

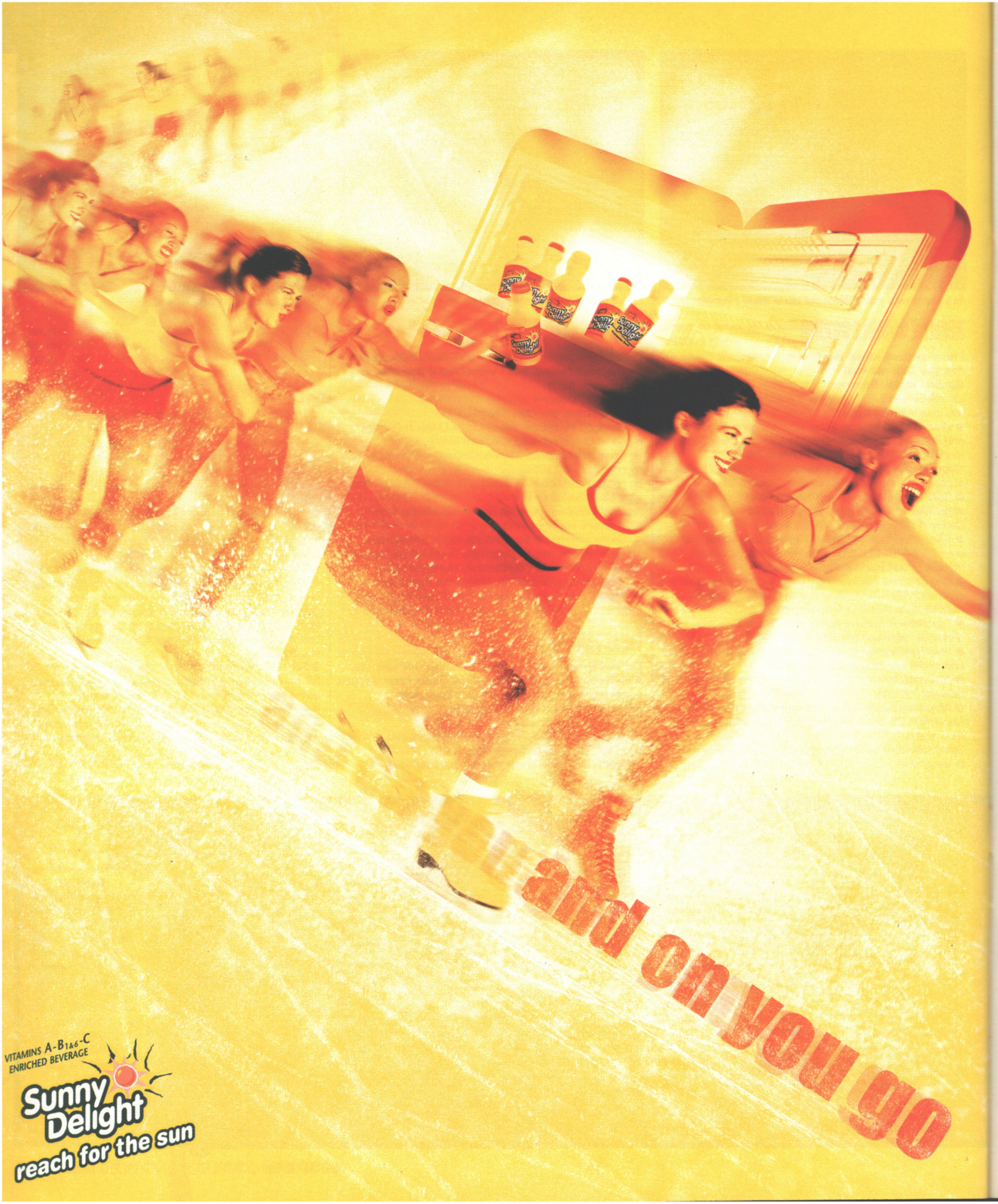
DREAMCAST

SOUL CALIBUR

- METALLIC CHARACTERS: Begin gameplay in Mission Battle mode and fight until the Metal Mode option is unlocked. Then, hold R while selecting a fighter.
- ALTERNATE TITLE SCREEN: Successfully complete all missions in Mission Battle mode for a golden title screen. Unlock Inferno and all 338 pictures in the Art Gallery for a monochrome title screen.
- ALTERNATE UNDERWEAR COLOUR FOR SOPHITIA: Highlight Sophitia and continuously press one of the following buttons or combinations at the character selection screen until she performs her pre-battle pose:
X or Y or B or X + B or X + Y or Y + B or X + Y + B.
- EXTRA WEAPONS: Unlock Edge Master and successfully complete all mission battles. Hold L when selecting a fighter on the character selection screen for extra weapons.
- CHANGE REPLAY FOCUS: Usually, the replay camera will focus on the winner of the match. Press B to change the focus to the losing character.
- SELECT VICTORY POSE: Win a match, then press X, Y, or B during the replay to select one of the victory poses.
- FULL CHARACTER PROFILE SCREEN: Press L + R at the character profiles screen to remove the window on that screen.
- DOJO MISSION: Successfully complete all the missions and the extra missions that appear after the Chaos stages. Move to the eastern-most map at the mission select screen and place the pointer over Korea. Move over this area until the mission confirmation sound is heard.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
COMPUTER AND VIDEO GAMES,
ANGEL HOUSE,
338-346 GOSWELL ROAD,
LONDON,
EC1V 7QP


Sunny Delight
...and on you go
VITAMINS A-B1&6-C ENRICHED BEVERAGE
Sunny Delight
reach for the sun

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YOUR LETTERS

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or e-mail us at: mailbag.cvg@ecm.emap.com

STAR LETTER
WORTH WAITING FOR

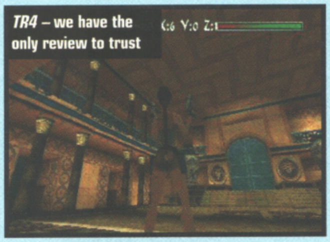
Other mags suck. That's official! They all seem to squabble over who can review a game first. Yes, we may all be excited about new stuff but what they forget is that we, magazine buyers, hand over our own cash for games. And reviews of games still in production, or games that have been hardly played by the reviewer are wasting our money. There's nothing worse than reading a review, getting excited about it, buying a copy, then finding it's a bag of poop.

A mate of mine recently bought a game (won't say which one or the lawyers will be round) after reading a review in another mag. It turned out to be dull as cow muck. As I'm a smug git I told him I knew it would be without even playing it, because Computer and Video Games had a review of the finished game and had printed the horrible truth.

Although, now and again, your reviews may appear a month after some of those so-called 'exclusive first reviews' out there, at least we can trust what you say and gamers will know what's worth playing and what's to be avoided. Keep it up!

Peter Graham, Leeds.

We'll never lead you down the garden path and that's why, with games like *Tomb Raider*, we'd rather wait an issue and make sure you get the full picture. You spend your own money on games. You deserve the truth.



TR4 – we have the only review to trust

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Mad Catz

Write in, get it printed and you could win some Madcatz goodies

STRIFE

Reading your magazine last month I noticed that crazy bloke Cloud Strife (yeah, right) ranting on about how *FFVII* was only 20 quid. Not so groovy though, baby. When I buy a new game for around £45, I'm happy and content, but then it gets dropped into the Platinum range, as the popular games always do. At this point I get annoyed because for what I originally paid, I could now get two.

I can see how Platinum ranges are good for squeezing the last few sales out of classic games, but I hate being shagged (so to speak) out of £20. At 13 years old, money doesn't exactly grow on trees.

Mark Matthews, Leamington Spa

DREAMCAST'S GREAT

I bought my Dreamcast on the launch date (14 October) with *Sonic Adventure*. There's only one word to describe this game – amazing. I'm not going to talk about it for ages but I would seriously advise anyone to play this game (even if it's only in a display unit in a shop). And it doesn't stop there; I rented *Power Stone* and it's really crazy and fun.

If there's anyone out there thinking of getting a Dreamcast, then do it!

Zak Simmonds Hurn, Beds

LOVELY

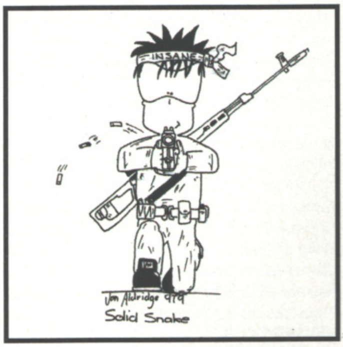
I have some questions for you:
Who loves Lara like I do?
Who loves gory stuff like I do?
Who loves your mag like I do?
Please keep up the good work.

Aron, Liverpool

PLEASE, PLEASE ME

Please, please, please, please, please, please show this as I've never had anything printed in Computer and Video Games before. Please, please, please.

Jonathan Aldridge, Stockport



OH NO IT'S NOT

On the big Dreamcast launch, people paid out their money expecting something new and wonderful. After picking up my console I have been very disappointed. OK, I agree, some of the games are great, but one of the main selling points – the internet – is a joke!

Every time I tried to register, the same message appeared: 'Line is busy, please wait a moment and try again'. I tried again and again but I didn't expect a 'moment' to be six to eight hours. So, while trying to register, I thought I might as well phone the helpline (at 60p per minute). The message told me 'Sega did not expect the sales to reach such high numbers, which is why problems have occurred trying to

RUBBISH

Just thought I'd send you some stuff, to see if I can get some free stuff back. Enclosed are a couple of posters, a few postcards, some stickers from years ago. There's also a picture of Gail Porter (with her top on) and some other stuff.

Gareth Bromley, Stoke on Trent

Thank you Gareth. Please find by return some old tissues, an empty CD box and three used stamps. Come on, guys, you must have something a bit more interesting than that out there.

Sonic
POSTER MAG

> *"I hate being shagged out of £20. At 13 years old, money doesn't grow on trees"*
>
> ***Mark Matthews, Leamington Spa***

> *"Whatever will be next –* International Lawnmower Racing GT?"
>
> ***David Barber, Leyland***

register so many people'. It also said 'please wait and keep trying'.

My response was: Sega already delayed the launch date by three weeks in order to sort out these problems. Finally, when I did register in the early hours of the morning I was too tired to surf the Net. Nearly two weeks have now passed and I'm still having problems with the Internet. When I log on it says, 'Line is busy, please wait a moment.'

I would have e-mailed this letter to you but – surprise, surprise – my internet access is not up to scratch.

Aman Aujla, Derby

TONY HAWK

***Tony Hawk's Skateboarding* is the best game in the world. The graphics are amazing, the stunts are mental, and the grinds are the nuts.**

I would be grateful if you would print some specials and cheats for it.

Oh yeah, thanks for the excellent Tony Hawk poster.

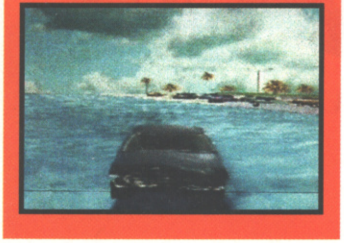
Gene Limbrick, Kent

If you haven't got all the tapes by now, check out the Masterclass we ran in Issue 217.

WALK ON WATER

Here's something not even you could do. On *Driver* – in Miami, on the humpback bridge – hit an oncoming car and fall into the ocean. We were amazed to see that we floated on water. Here, you see us riding the waves, and to prove we didn't sink we've included two pics of the car in different places. Oh, before we go, here's a message to all those players who're going to attempt this... KISS MY ASS!

Matthew Lavin and David Marchment, Manchester

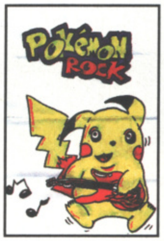


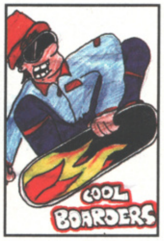
MAX COOL

I currently own a PlayStation and my favourite games are *Max Power* and *Cool Boarders 3*, and I am saving up for *Tony Hawk Skateboarding* which looks ace. I've sent you a couple of pictures, I hope you like them.

Brian Campbell, Moray

Smart pics. And keep saving, *Tony Hawk* is well worthy of your money. If boarding games are your thing, it's the business.





BARGAINS

I have managed to find some bargains that I hope may be a help to other Computer & Video Games readers living near Leeds.

Jack Darby, Leeds

At Alders of Kirstall I found the following:

PLAYSTATION:	
***Tekken 3* + disc case**	**£19.99**
Tekken 2	**£9.99**
Time Crisis	**£9.99**
Metal Gear Solid	**£19.99**
Kensai Sacred Fist	**£9.99**
PlayStation controller	**£7.95**
NINTENDO 64:	
N64 + 1 controller	**£49.99**
South Park	**£19.99**
PC:	
Martial Arts Explorer	**£4.99**
Resident Evil 2	**£19.99**

At Woolworths of Harrogate I found the following:

PLAYSTATION:	
South Park	**£27.99**
Star Wars Episode 1	**£27.99**
WWF WarZone	**£19.99**
X-Files	**£27.99**
Bio Freaks	**£14.99**
GAME BOY:	
Game Boy Color	**£57.99**
Star Wars	**£14.99**
Game Boy Camera	**£29.99**
Game Boy printer paper	**£6.99**

Thanks Jack, anyone else found a killer bargain? If so, send the details in and we'll print them to help other readers.

ON DRUGS

In Issue 215 Paul Jackson said that *Sonic* was rubbish. Is he on drugs or what! I also went down to my local cinema and had a go on the Dreamcast; the graphics were stunning and the gameplay was so cool it's on my must-have list. The next time I went to the cinema there was a playable demo of *Sega Rally 2* which was also stunning. I have just one question. Why are magazines saying that the graphics are OK when they are, in fact, the best console racing game graphics I have ever seen in my life?

I have just subscribed to your magazine, please print my letter to prove that you don't just throw them away when they get to your office.

Adam Tree Chorley, no address supplied

Adam, we think *Sega Rally 2* is cool and is does look great. Can't deny that. By the way, we do read every single letter we get. Keep writing in.

ENVELOPE OF THE MONTH

Tony Hawk
C+VG
Angel House
338-346 Goswell Road
London
EC1V 7QP

Just a word of encouragement, great mag! Anyway, you asked for something more interesting, so here it is...

In *Legend Of Zelda* (N64), when young Link speaks to the leader of the Gerudos, she says she will do him a great 'favour' and says that he is quite a looker – for a kid. Later in the game, in the Chamber of Sages, she says to Link (old) that he has grown to be very handsome and she regrets not doing him that 'favour'. At first I thought that we would be left guessing, until I looked at the medallion. Look close and it looks like the figure 69! I think you get my point. What a randy bunch Nintendo are... I'm so proud!

Dazz, Shropshire

Thanks for that Dazz. By the way, you've won our new competition Envelope of the Month with your *Tony Hawk* effort.

NOT FISHING

First it was a little blue hedgehog running round like he's on speed (well, it still is). Then it was that kinky horse racing game, *Final Furlong*, which made you look like you were giving it to a horse. But now, to add to the list of bizarre games, comes *Sega Bass Fishing*. Fishing, for Christ's sake!

It's boring enough as it is without digitising it. I've been fishing twice in my whole life and it's rubbish; I'd rather watch the International Tiddlywinks Championship. Whatever will it be next, *Le Tour de France* for the PlayStation, or are we going to see *International Lawnmower Racing GT*?

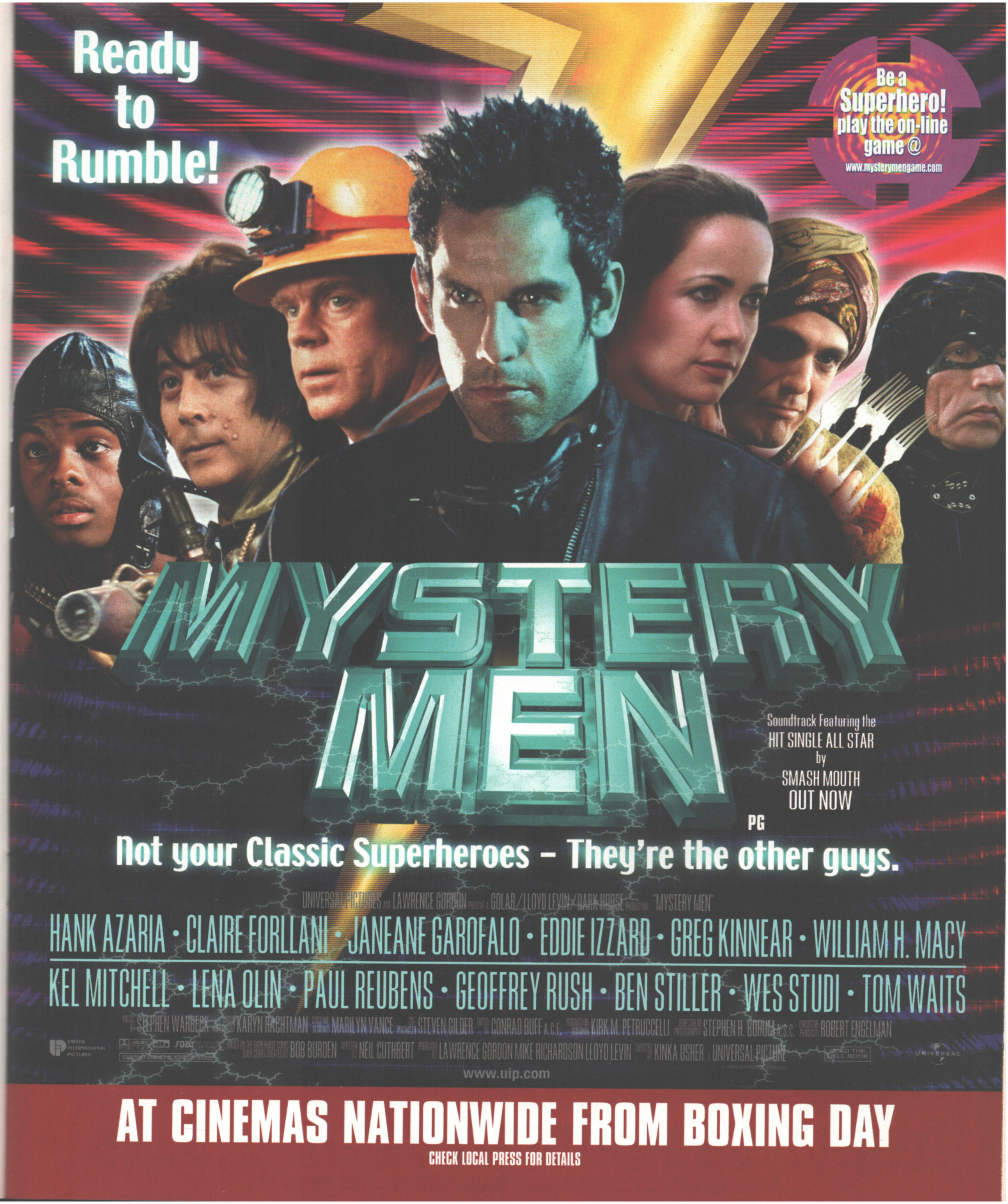
David Barber, Leyland

Real fishing smells of maggots and skanky fish, you get cold and it's dull at the best of times. *Sega Bass Fishing*, on the other hand, doesn't smell, is a fat laugh, you can play it indoors and is great with a bunch of friends. Give it a go, you might even get hooked.

WHO WROTE TO MAILBAG THIS MONTH

Sam Levy, Stockport; Luke Waycott, Devon; Philip Young, Blyth; Matthew Jenkins, Worcester; J. Smith, Backpool; Stephen Kinch and Antony Tomlinson, Lancashire; Psycho Mike, Cheshire; Mem Jackson; Allen; David Jennings, Northampton; Mr Cheese, The Moon (that's what it said, MH); Hanif Uddin, London; Mike, Ely; Zagid Chohan; Daniel Bittle, Plymouth; Sakura, Ebe, Wolf and Arc, Blackpool; James Sudworth, Kent; Jack Wilkinson, Liverpool; Stephen O'Sullivan, Brooklands; David Cloley, Leicester; Althaf Hussain, Bedford; Rhys Tyler-Jones, Cheshire; Jonathon Rickard, Ireland; John Acana, Newham; Angus Greenhorn; Simon Parthard, W. Yorks; Charles Norman, Fife; Angus Heartwell, Northen Ireland; Jenny K, Poole; Chris Hammonds, South London; Dan Whitestone, Essex; Karl, Northampton; Jack Powell, Cardiff; Sonia; David Wells, County Durham; Sas Smith, Suffolk.

> "It looks like the figure 69. What a randy bunch Nintendo are"
>
> ***Dazz, Shropshire***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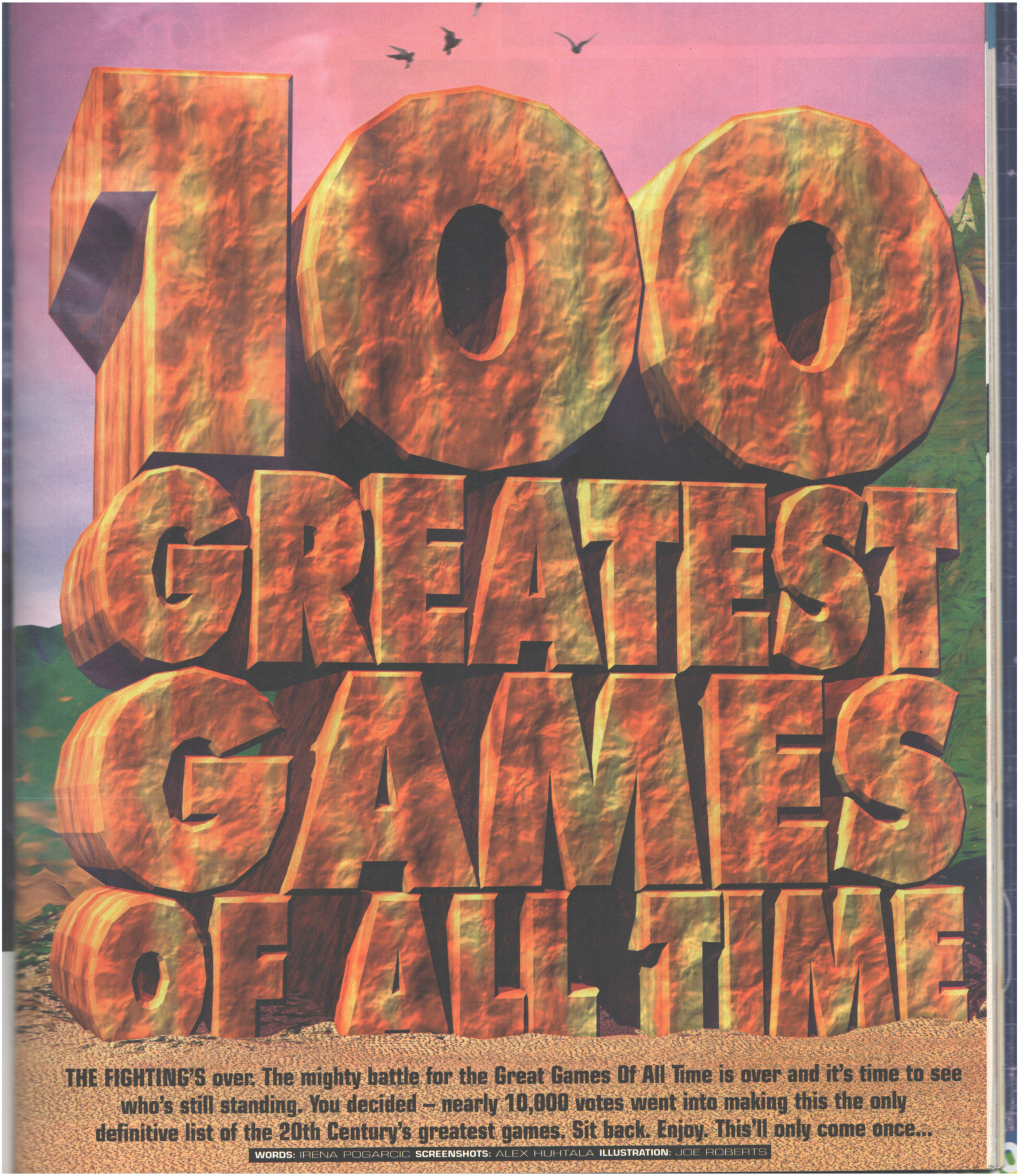
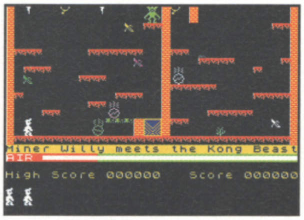


100 GREATEST GAMES OF ALL TIME

THE FIGHTING'S over. The mighty battle for the Great Games Of All Time is over and it's time to see who's still standing. You decided – nearly 10,000 votes went into making this the only definitive list of the 20th Century's greatest games. Sit back. Enjoy. This'll only come once...

WORDS: IRENA POGARCIC **SCREENSHOTS:** ALEX HUHTALA **ILLUSTRATION:** JOE ROBERTS

100 GREATEST GAMES

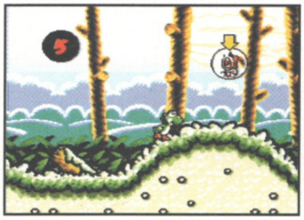


100 MANIC MINER

■ SPECTRUM/AMSTRAD ■ 1983 ■ PLATFORM

The first real platform game on the Spectrum. The miner Willy must work his way through 20 levels and escape from mechanical penguins, poisonous pansies, mining robots and bizarre mutant toilets. Spawned hundreds of imitators. We don't want to spoil the rest of your reading, but, criminally, it's the Spectrum's only entry in your top 100.

"CRAZY ACTION AND HOURS OF FUN"
Malcolm Garret, Ipswich

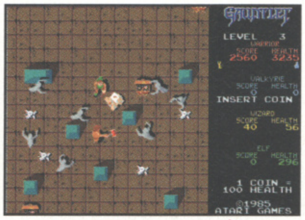


99 YOSHI'S ISLAND

■ SNES ■ 1995 ■ PLATFORM

A fantastic-looking game with graphics a bit like kids' drawings. Yoshi's task in the game was to save Baby Mario. If Baby Mario was taken away, you'd have to get him back quickly or start the level again. Add hordes of enemies and bosses, multiple backgrounds and very smooth scrolling to the mix and you have a very enjoyable platformer.

"CAN'T GET RID OF THIS GAME, STILL KEEP PLAYING IT" **Melanie Snell, Cornwall**

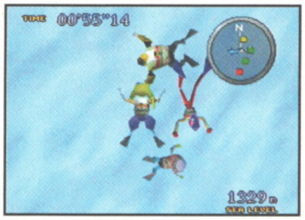


98 GAUNTLET

■ ARCADE ■ 1985 ■ MAZE ADVENTURE

One of the first games where four people could play as a team, consisting of a Warrior, Elf, Wizard and Valkyrie. The game was set in a maze of dungeons. You had to loot treasure, kill monsters and find keys to the next section. We can't forget how any teamplay strategy was soon forgotten once your health was low and some food appeared on the screen.

"IT'S A GOOD TIME-KILLER"
Graham Howarth, Bolton

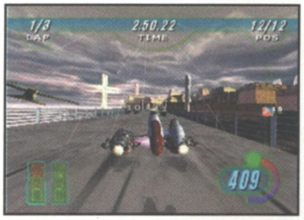


97 PILOT WINGS 64

■ N64 ■ 1996 ■ FLIGHT

A mix of realism, Nintendo graphics and gameplay in an "everybody learn to fly" game. Fly planes, use parachutes, hang-gliders, jet-packs and even become a human cannonball. A variety of challenges, each slightly more difficult. Full of memorable locations, including Mount Rushmore where one of the heads belongs to Mario. Unique and entertaining.

"MUST FIND THOSE THERMALS"
Carl Hendry, Cornwall

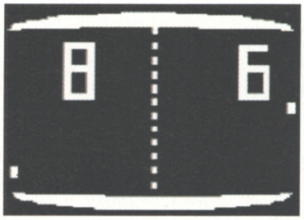


96 EPISODE ONE RACER

■ N64/PC ■ 1999 ■ RACING

Biggest grossing movie this year and the best scene in it already has a game in your list. You play as Anakin or any other pod racer and fly barely above ground level at 600mph. The game has seven other planets apart from Tatooine and 20 more courses. Requires a high level of concentration throughout and the action is incredibly fast.

"I LOVED THE MOVIE, BUT THIS WAS MORE EXCITING" **Andrew Marshall, Derby**



95 PONG

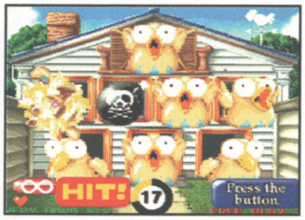
■ ARCADE/PONG ■ 1974 ■ SPORTS

The first proper home video game and many of you still consider it one of the best of all times. It was made before most of you were even born. You couldn't get any simpler than *Pong*: two bats, a ball and scores on top of the screen. In the old days, *Pong* tennis or squash were pretty addictive and *Pong* tournaments have long since become legendary. Gaming at its purest.

"STARTED IT ALL" **Andrew Leary, Preston**

IRENA'S TOP 10

1. Tetris 2. Day of the Tentacle 3. NiGHTS 4. Monkey Island Trilogy 5. Command & Conquer: Red Alert 6. Broken Sword 7. Resident Evil 2 8. Castlevania 9. Pong 10. Bomberman

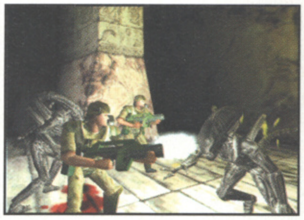


94 POINT BLANK

■ ARCADE/PS ■ 1997 ■ GUN GAME

Point Blank is a fun game to pick up and play when you need a short break. You face various shooting challenges. Some are tricky and really push your sharp-shooting skills to the limit – ever tried shooting a leaf falling off a tree with only one bullet or wondered what it's like to be William Tell and shoot an apple off someone's head?

"ALL GAMES SHOULD BE THIS FUN"
Barry Jones, Shropshire

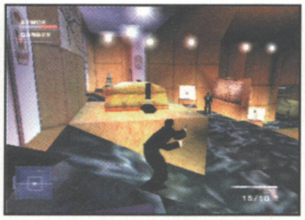


93 ALIENS V PREDATOR

■ PC ■ 1999 ■ CORRIDOR SHOOTER

Both aliens and predator have appeared in movies, comics and toy lines; they've become a part of our pop culture and this 3D action shooter pays them due respect. True to the movies, this captures the mood of the flicks, plus anxiety and terror very well. Characters look and play great and when the motion detector starts to beep it's truly terrifying.

"SO SCARY, YOU'LL SLEEP WITH LIGHTS ON" **Ricky Clarke, Suffolk**

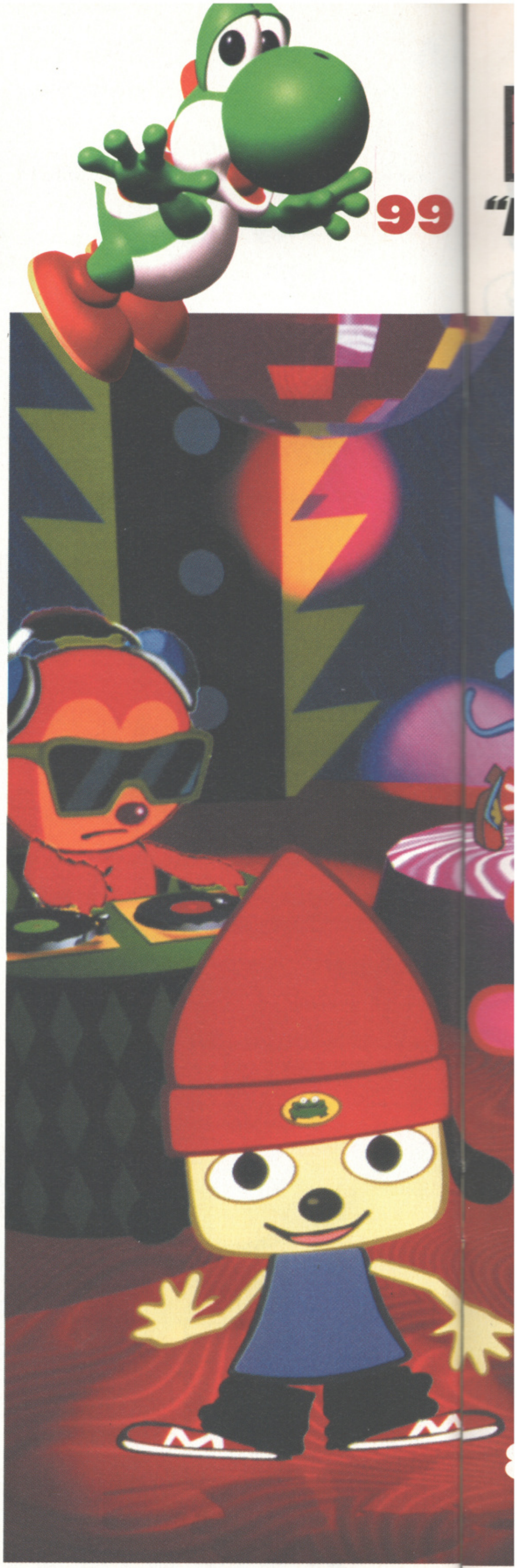


92 SYPHON FILTER

■ PS ■ 1999 ■ ACTION ADVENTURE

Take the best bits of *Tomb Raider*, *Goldeneye* and *Metal Gear Solid*, put them together in one single game and you end up with *Syphon Filter*. Gabe Logan is our hero, a spy sent to stop baddies who are trying to wipe out American cities with their deadly virus. Forget the fact that it's not original. The overall experience makes it pretty cool and there's a great deal of variety in the levels.

"JUST PLAY IT" **Andrew Bird, Wrexham**

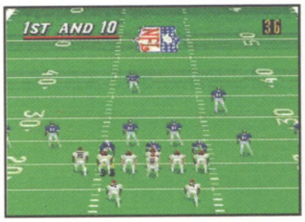


TOP FIVE SHOOTING GAMES

1.Goldeneye (N64) 2.Half-Life (PC) 3.Quake 2 (PC) 4.Doom (PC) 5.Quake (PC)

"INCREDIBLY UNDERRATED"
Barry Sandoval, Munich

89 "THE SONGS ARE SO CATCHY"
Edward Patterson, Cantebury



91 JOHN MADDEN FOOTBALL

■ PS/MD/3DO ■ 1990 ■ SPORTS

There'd been American football games before, but John Madden has become a name synonymous with the best. When first launched on Sega's Mega Drive machine, *John Madden Football* became hugely popular. This game had great playability and plenty of options to make it stand out among its rivals.

"I'D NEVER WATCHED AMERICAN FOOTIE BEFORE" **Martin Johnson, Liverpool**

90 PAPERBOY

■ ARCADE ■ 1984 ■ ACTION

Released at the height of the BMX craze, ride your bike through some dangerous streets and make sure you deliver the papers to the right houses. It sounds easy, but with cars, pedestrians and stray dogs getting tangled in your wheels, things can get hectic. The arcade version stood out thanks to the handlebars that dominated the cabinet. Highly original and still addictive.

"FUN & ORIGINAL" **Paul, Lancashire**

U rappin' GOOD
SCORE 126
P to the A to the R to the A.

89 PARAPPA THE RAPPER

■ PS ■ 1996 ■ RHYTHM ACTION

This game dared to be different. No shooting or fighting, just cute characters helping a dog win the heart of his loved one. All you had to do was tap the buttons to the rhythm of the music. Too short to make a bigger impact on the market, but this was one of the most innovative games of recent years.

"ORIGINAL, CHANGE FROM THE USUAL"
Chris Tyrell, Northampton

ED LOMAS' TOP 10

1. NiGHTS: Into Dreams 2. Quake 3. Virtua Fighter 2 4. Super Mario Kart 5. Street Fighter Alpha 2 6. Micro Machines 2 7. Virtua Racing 8. Monkey Island 2 9. Virtua Cop 10. Geoff Crammond's Micropose Grand Prix

88 R-TYPE

■ ARCADE ■ 1986 ■ SHOOT'EM UP

The first shooting game to employ a concept of strategy. Power-ups were fired from the Force Unit, a satellite that could be placed on the front or rear of your ship as you engaged hordes of alien menace. The Force Unit is the key to success, useful as a shield as well as for dishing out the pain. The bosses are among the most memorable ever witnessed.

"THE BEST SHOOT 'EM UP IN THE BUSINESS" **Ian Reeves, Newcastle**

WR 7.74
ON YOUR MARK
ED
TOM G
J
TOMMY C

87 INT. TRACK & FIELD

■ PS ■ 1996 ■ SPORTS

Compete as a true athlete in this PlayStation update of an arcade classic. There's plenty of events to try your luck in. Playing the game itself is great fun, although sometimes painful since all you do is hammer the control buttons - sore thumbs were the norm.

"WATCH MATES GO THROUGH TORTURE"
D. Garbutt, Hull

"A NEW WORLD RECORD, WHAT A FEELING"
Patrick Lohan, Stevenage

86 AGE OF EMPIRES

■ PC ■ 1998 ■ STRATEGY

A complex and entertaining real-time strategy game. Starting with just a few villagers in a small town centre, the emphasis is placed on using nature's resources to build your empire and military units, becoming the dominant power. *Age of Empires* is a very detailed game and although similar to *Civilisation 2*, it's equally as deserving to make it onto this list.

"EVERY ASPECT OF THIS GAME RULES"
Sara Byrne, Dublin

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85 DIE HARD TRILOGY

■ PS ■ 1996 ■ ACTION ADVENTURE

Die Hard Trilogy sees John McClane do what he's the best at. In the Nakatomi Tower, John has to outsmart the enemy and save the hostages in a strategy/shooter. Dallas Airport is all out shooting action, while NY City is against the clock racing to stop bombs as you negotiate busy streets behind the wheel of a cab. An enjoyable use of the movie licence.

"VARIETY IS THE SPICE OF LIFE"
Martin Smith, Bolton

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84 F-ZERO X

■ N64 ■ 1998 ■ RACING

Successor to the game that inspired the *Wipeout* series. *F-Zero X* is super-fast futuristic racing that plays very smooth, even when you're competing against 30 other craft. Many were fooled by the simple graphics, but this is racing at it's most intense and just when you think the game is over you're awarded with the random track generator.

"SO FAST YOUR EYES WILL BLEED"
Kyle Walker, Oxford

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GUNS

83 SPY HUNTER

■ ARCADE ■ 1983 ■ ACTION/DRIVING

Inspired by James Bond movies, this fast-paced game was highly original. You were a special agent, driving in a hi-tech car or boat equipped full of Bond-like gadgetry and shooting hordes of mysterious enemies coming at you from land, sea and air. Graphics were cool and the game set against a clock, so you had to be quick on the gas.

"I LOVED IT, THEN IT BROKE"
Dean Tallon, Penzance

82 TONY HAWK'S SKATEBOARDING

■ PS ■ 1999■ SKATEBOARDING

Only months after its release, *Tony Hawk* makes it into your 100 Best. Having the skateboarding legend as your main character helps and so does pulling trick combos and really enjoying yourself. Two-player mode is also great fun. If you don't have this game yet, add it to your Christmas list now.

"LET'S ME BE AS GOOD AS THE MASTER"

Paul Denby, Lincoln

81 ODDWORLD: ABE'S ODDYSEE

■ PS/PC ■ 1997 ■ PLATFORM

A unique platform game set in a weird alien world where you solve puzzles and try not to get shot. Our hero, Abe, is a loveable green Mudokan who interacts with his fellow aliens through simple "Hello"s and farting, producing some of the funniest moments in gaming. Good stuff. The sequel is just as good.

"OH HOW I ENJOY THE WRINKLY ABE"

Glenn Scott, West Midlands

80 LYLAT WARS

■ N64 ■ 1997 ■ SHOOT 'EM UP

You are Fox McCloud, leading a 4-strong team into a battle for the supremacy of a galaxy. An update of the SNES classic *Starwing*. A fun game where you face tough missions. *Lylat Wars* also has multiple gameplay paths that open up depending on how well you perform – this adds to the game's great replay value. An essential title for N64 fans.

"THE LEVEL WITH THE GIANT SPACESHIP BLEW ME AWAY" **Harry Bolland, Windsor**

79 HIDDEN & DANGEROUS

■ PC ■ 1999 ■ STEALTH SHOOTER/STRATEGY

Realistic action game set in WW2; you command a small special ops team on their missions deep into enemy territory. Penetrate enemy defences and execute missions totally undetected; if the Germans spot you, you're dead. A tough game where careful planning and eagle eyes are the key to success.

"FILLED WITH REALISM"

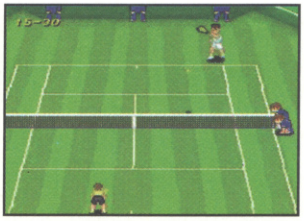
Shawn Roberts, Birches Head

78 DAYTONA USA

■ SATURN/ARCADE ■ 1994 ■ RACING

After *Virtua Racing*, people were expecting big things from Sega. They got it with *Daytona* – the best arcade racer ever, where 40 cars speed around tight circuits and it pays to play dirty. Big arcades boasted eight machines linked-up so you could race your friends. The Saturn conversion came up graphically short but matched the gameplay spot-on.

"BEST RACING GAME EVER (EXCEPT THE SONG)" **Chris Mulcaster, Bucks**



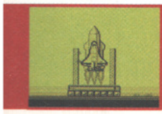
77 SUPER TENNIS

■ SNES ■ 1991 ■ SPORTS

One of the first SNES games released in the UK, *Super Tennis* stood out for its great gameplay. Offering a choice of characters and tournaments around the world, plus the threat of grass, clay and indoor courts. Control is elegant, allowing a variety of moves from cross-court lobs to smashes at the net. No other tennis game can touch this.

"NO OTHER TENNIS GAME CAME CLOSE"

Alexander Rasera, Belgium



JAIME SMITH'S TOP 10

1. Super Mario World 2. Tetris 3. Quake 4. Zelda 64 5. Super Mario 64 6. Street Fighter 2 7. Street Fighter Alpha 8. ISS Pro '98 9. Trank 'n Field (Arcade) 10. New Zealand Story

76 SILENT HILL

■ PS ■ 1999 ■ PSYCHO HORROR

A chiller set in a small peaceful town where all of a sudden strange things start happening and a little girl gets lost. Her father embarks on a dangerous search mission, looking for clues and solving puzzles in the fog-shrouded Silent Hill. Released earlier this year, the game instantly became a huge hit due to it's eerie atmosphere.

"NO HORROR FILM EVER SCARED ME, THIS DID. " **Guy Miller, Shropshire**

75 RIDGE RACER TYPE 4

■ PS ■ 1998 ■ RACING

When *Gran Turismo* was released, the *Ridge Racer* series was relegated to second best. *Type 4* was a successful attempt to readdress the balance. It's a cool arcade-style driving game with great graphics and lots of cars to win and race. Great fun and good replay value and Namco's specially-designed controller, the JogCon, is worth getting too.

"ANOTHER PIECE OF PERFECTION FROM NAMCO" **Lee Jones, Exeter**

74 MUSIC

■ PS/PC ■ 1998 ■ MUSIC

A music creation tool rather than a game, it allows you to make dance music with your PlayStation. Different instrument sounds and pre-set riffs are pieced together with a simple interface. *Music* has a very fast learning curve and you'll be making tunes in less than half an hour. You can even make videos to accompany your tracks. Underworld, beware.

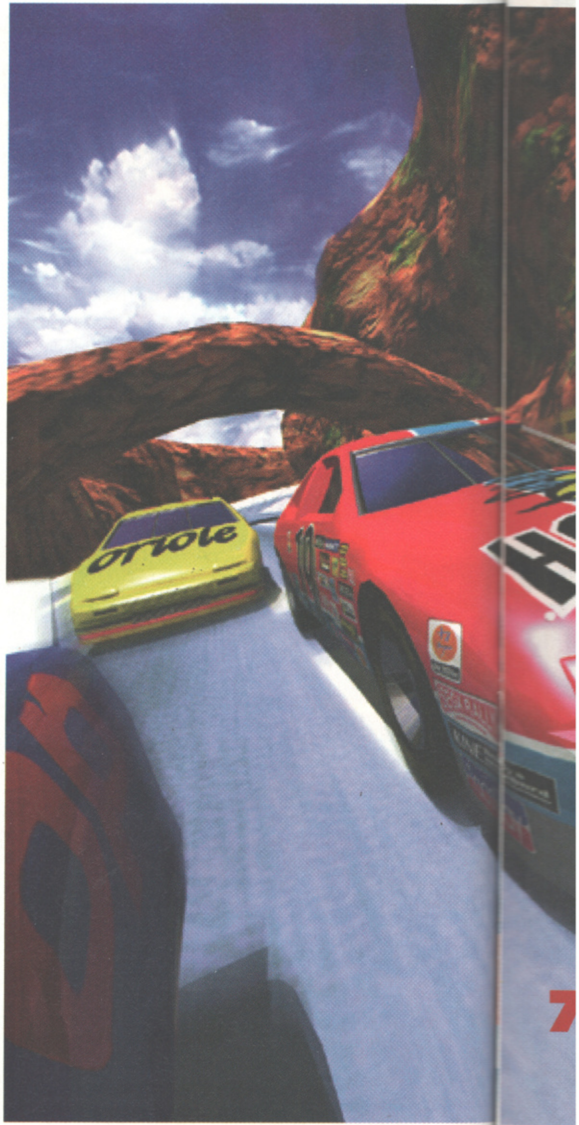
"CREATE MUSIC LIKE PROS"

Steve Duckworth, Liverpool

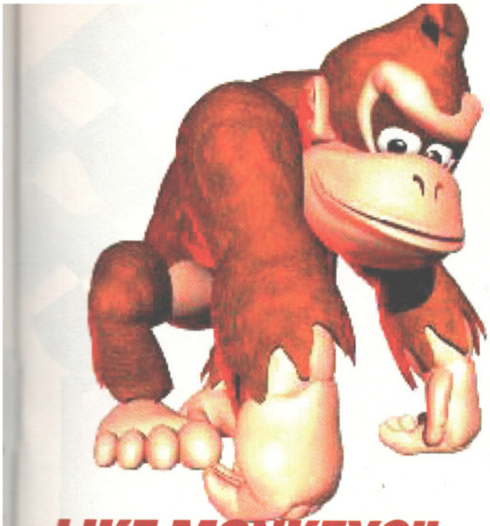
TOP FIVE FIGHTING GAMES

1.Tekken 3 (PS/ARCADE) 2.Street Fighter 2 (ARCADE/MD/SNES) 3.Street Fighter Alpha 2 (ARCADE/SATURN/PS/PC) 4.Soul Calibur (ARCADE/DC) 5.Soul Blade (ARCADE/PS)

67 "I GUESS I JUST LI

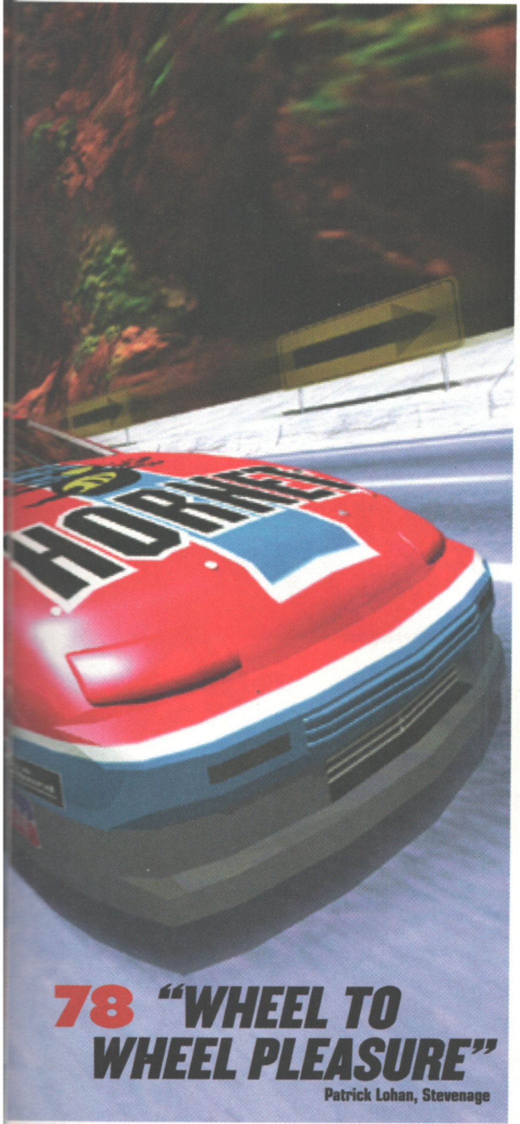


OF ALL TIME



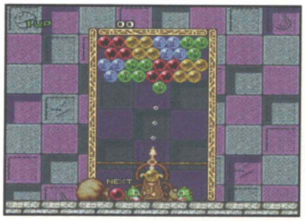
LIKE MONKEYS”

Martin Smith, Bolton



78 “WHEEL TO WHEEL PLEASURE”

Patrick Lohan, Stevenage

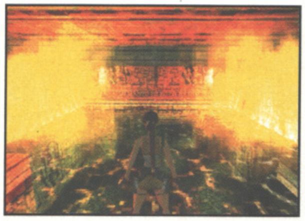


73 BUST-A-MOVE

■ ARCADE/PS/SATURN/N64/GB/PC ■ 1984 ■ PUZZLE

A great thing about puzzle games is that you can pick them up and play any time. The *Bust-A-Move* series is no exception. This cute little game is very challenging and addictive. Race against your opponent or the timer as you match different coloured bubbles and shoot them. But beware – take too long and more bubbles are added to the screen. Great fun.

“BURST THOSE BUBBLES TO YOUR HEART'S CONTENT” **M. Parker, Kent**

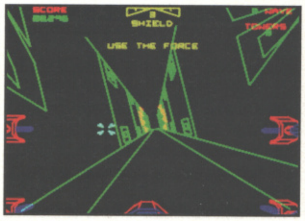


72 TOMB RAIDER 3

■ PS/PC ■ 1998 ■ ACTION ADVENTURE

Lara Croft. You can't get enough of her. The weakest game in the series is Ms Croft's first appearance on your list and won't be her last. You'll have to wait and see where her previous adventures place. In her third outing, Lara continues to search for artefacts. Her choice of locations is a mixture of modern – Area 51, London and exotic – India, Pacific.

“GUNS, PUZZLES, EXOTIC LOCATIONS AND BREASTS” **Tim Quin, Derby**

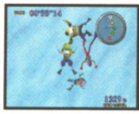


71 STAR WARS

■ ARCADE ■ 1983 ■ SHOOT'EM UP

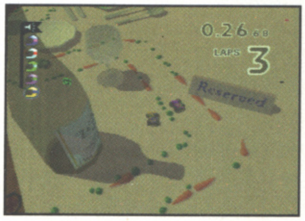
Caused a revolution in the arcades with its 3D vector graphics and synthesised speech urging you to “Use the Force”. Challenging game where you piloted an X-Wing against the Empire and attacked the Death Star. The cabinet was a treat, belting out the theme tune and boasting a control device that looked like it belonged in a real X-Wing.

“AFTER PLAYING THIS, I KNEW I COULD FLY AN X-WING” **Mark Hogg, Derbyshire**



PAUL GLANCEYS' TOP 10

1. Goldeneye 2. Zelda 64:Ocarina of Time 3. Doom 4. Wipeout 5. Tetris 6. The Sentinel 7. Metal Gear Solid 8. Pilot Wings 9. Quake 3 Arena 10. Unreal Tournament Test



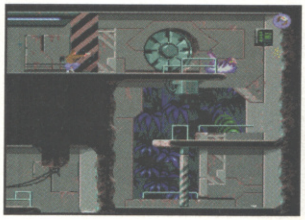
70 MICRO MACHINES V3

■ PS/MD/GB/SNES ■ 1997 ■ RACING

The least serious racing game series is also one of the best. Race around tabletops in tiny cars and shoot your opponents with some cool weapons. Just watch out for the mushy peas. Different vehicles are selectable from tanks to helicopters but the scenery is just as important. The PlayStation version is an essential budget purchase.

“MULTIPLAYER HEAVEN”

Adrian Grint, Church Lawton



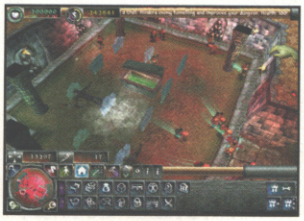
69 FLASHBACK

■ MD/SNES/PC/AMIGA ■ 1993 ■ PLATFORM

Follow up to *Another World* and shared that title's innovative use of flat, shaded polygons to make a convincing looking main character. The backdrops were pre-rendered and looked fantastic and the gameplay's mix of gunplay and basic logic puzzles went down a storm. The intro sequence had gamers foaming at the mouth in 1993.

“EXCELLENT ANIMATION FOR THE TIME”

John Allcoch, Redditch



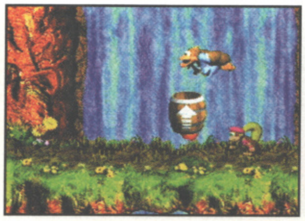
68 DUNGEON KEEPER

■ PC ■ 1997 ■ STRATEGY

Build a dungeon and become a landlord to monsters. Off-the-wall, innovative game that mixes role playing and strategy. The main character is trying to keep his wealth and resources at all costs. Trap, hatch and train vermin of every kind. The tough part is keeping them fighting the enemy, not turning on each other.

“SLAPPING IMPS IS SO MUCH FUN”

John Allcoch, Redditch



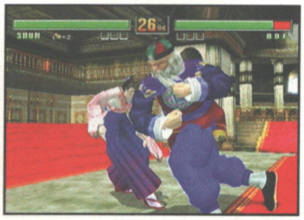
67 DONKEY KONG COUNTRY

■ SNES ■ 1994 ■ PLATFORM

When the first screenshots filtered through, people thought the return of *Donkey Kong* was an elaborate hoax, but when it arrived, jaws hit the floor. Rare provided visuals that didn't belong on the ageing SNES and a game that was much more than the usual platform fare that was swamping the console back then.

“I GUESS I JUST LIKE MONKEYS”

Martin Smith, Bolton



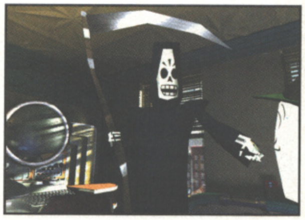
66 VIRTUA FIGHTER 3

■ ARCADE/DC ■ 1996 ■ FIGHTING

Sega introduced 3D fighting with *Virtua Fighter* and the series has gone head-to-head with *Tekken* ever since. *VF3* saw Sega fight back. Visually, the game has stood ahead of the pack until Sega invited Namco onto the Dreamcast. It didn't win over the *Tekken* fans, but *VF* veterans lapped up the new characters and moves which the series is famous for.

“PLAYED IT FOR 5 YEARS CONSTANTLY”

Sasha Cooper, Surrey

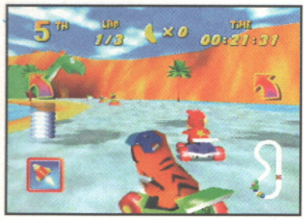


65 GRIM FANDANGO

■ PC ■ 1998 ■ ADVENTURE

Lucas Arts are the leaders in point and click adventure gaming and *Grim Fandango*, continues the winning formula. The game boasts stylish graphics and definitely some of the silliest storylines and characters to match. Take Manny, the game's hero – a snappily-dressed skeleton that sells travel packages to the dead. Need we say more?

“LIKE BEING IN A FILM NOIR MOVIE – ONLY FUNNY” **John Atkinson, Hull**



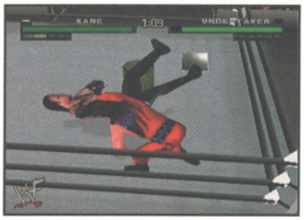
64 DIDDY KONG RACING

■ N64 ■ 1997 ■ RACING

The great thing about *Diddy Kong* is the choice of vehicles you can race with: cars, planes and hovercraft. The multiplayer mode offers top class entertainment when your mates come over. But the game doesn't just involve racing - there are also adventure elements and one of the toughest game bosses ever.

"MUCH BETTER THAN MARIO KART"

Gavin Roberts, Lincoln



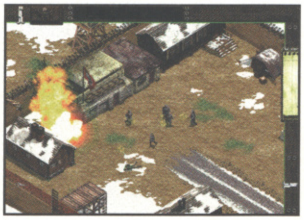
63 WWF ATTITUDE

■ PS/N64 ■ 1999 ■ FIGHTING

This is as whoop-ass over-the-top as wrestling gets; all the characters are here with their catchphrases and special moves, plus a cool Career mode and the now standard create-your-own-wrestler feature. The definitive wrestling game is still to be made but *WWF Attitude* is on the right track. Hellacious!

"COS' STONE COLD SAID SO"

Simon Beer, Liverpool



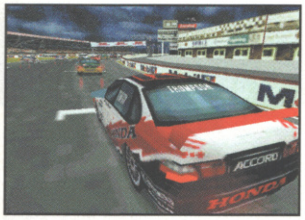
62 COMMANDOS

■ PC ■ 1998 ■ STRATEGY

A real-time strategy game that relies on thinking and careful planning. Set in WW2, you control six commandos, each with individual skills. Featuring daring missions for your elite troop. Some of the levels resemble famous men-on-a-mission war movies like the Dirty Dozen and Where Eagles Dare and it's all the better for that fact alone.

"IT MAKES YOU USE YOUR HEAD"

Justin Jolsgrove, Berks



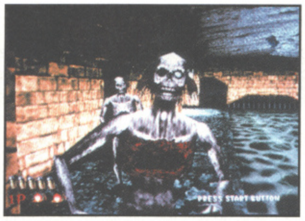
61 TOCA TOURING CAR 2

■ PC/PS ■ 1998 ■ RACING

A great improvement on its predecessor, *Toca 2* is double the size and has better graphics; but that's not all. There are added bonus tracks and seven different support cars with unique handling. A great game for speed fans, it's very realistic with some of the closest and most exciting races.

"THE RACES KEEP YOU ON THE EDGE OF YOUR SEAT"

Peter Kirtin, Leeds



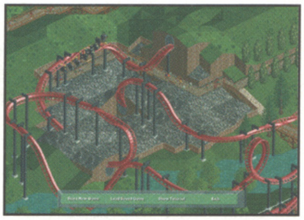
60 HOUSE OF THE DEAD

■ ARCADE ■ 1997 ■ GUN GAME

Inspired by the *Resident Evil* phenomenon, Sega created an intense gore-fest where your marksmanship was tested to the limit. The graphical content was gruesome to say the least and the bosses required patience as well as precision. A huge hit thanks to the various routes throughout the game, which ensured people came back for more.

"BLOOD ORGY... MMM"

Hammy, Lanark



59 ROLLERCOASTER TYCOON

■ PC ■ 1998 ■ STRATEGY

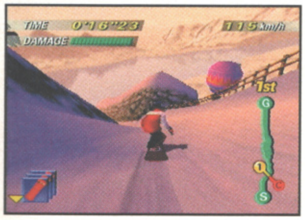
A dream for anyone who likes amusement parks. You get to make your own, right down to designing rollercoasters, crazy rides and even scenery. The goal of the game is to earn money, keep visitors happy and have a super-popular park. The recently released *Added Attractions* lets you create even more.

"BUILD YOUR OWN ALTON TOWERS"

Alexander Searle, Kent

DEAN'S TOP 10...

1. Super Mario 64 2. Zelda (SNES) 3. Tetris 4. Half-Life 5. Sensible World of Soccer 6. Civilization 7. Goldeneye 8. Super Mario Allstars 9. Head Over Heels 10. Rage Racer

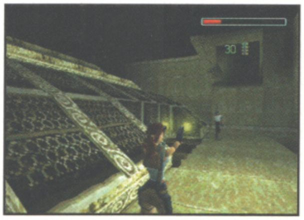


58 1080° SNOWBOARDING

■ N64 ■ 1997 ■ SNOWBOARDING

The best snowboarding game ever. You feel like you control the boarder not the board and the courses with features such as deep snow make the game very realistic. The best tricks take time to master and there are many secrets to discover so you'll keep coming back for more. Very skilful and great looking – it's the closest thing to real snowboarding.

"YOU MUST PLAY IT" **Simon Jones, Stoke**

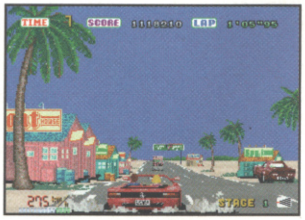


57 TOMB RAIDER 2

■ PS/PC ■ 1997 ■ ACTION ADVENTURE

No escaping Lara's popularity. By the release of the sequel she was a household name. *TR2* heralded larger levels and offered the Dagger of Scion for Ms Croft to locate. We now see Lara changing costumes, driving vehicles, climbing ladders and shooting lots more human baddies rather than animal predators. Loads more levels amd still fun to play.

"THERE'S NOTHING LIKE A WOMAN IN SHORTS" **Patrick Cohan, Stevenage**



56 OUT RUN

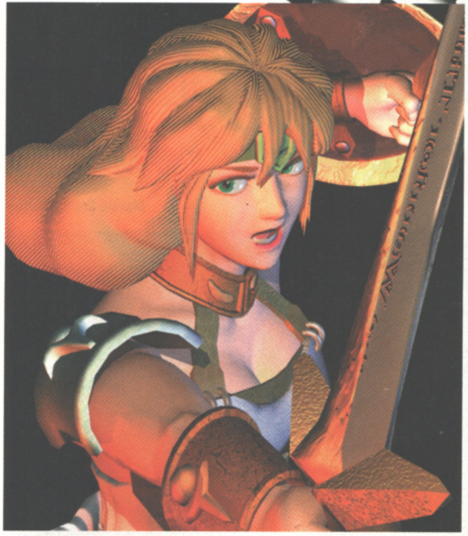
■ ARCADE/SPECTRUM/SATURN ■ 1986 ■ RACING

The first racing game to allow you to choose your own route through the race. Take a Ferrari for a cross-country road race. The time limits are tough, so there's little room for error and if you drive badly the blonde chick sitting next to you won't be around when you win the trophy. *Out Run* boasts some of the best game music ever heard.

"MAGICAL SOUND SHOWER – THE BEST GAME MUSIC EVER" **R Taylor, Huntingdon**

TOP FIVE RACING AND DRIVING GAMES

1. Gran Turismo (PS)
2. Driver (PS)
3. Super Mario Kart (SNES)
4. Sega Rally (SATURN/ARCADE/PC)
5. Colin McRae Rally (PS/PC)



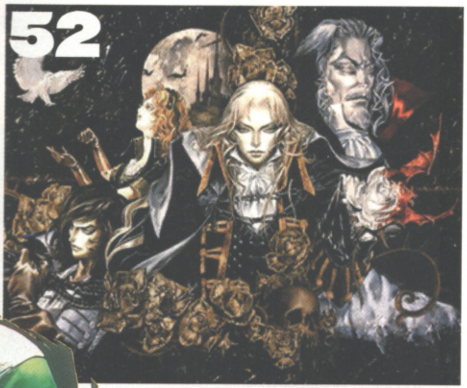
54 "THE BEST FIGHTING GAME (UNTIL THE SEQUEL)"

Richard Batten, Loughton

64

"MUCH BETTER THAN MARIO KART"

Gavin Roberts, Lincoln



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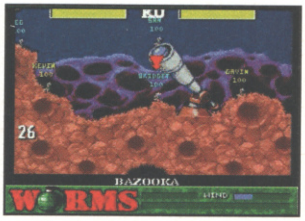
"THE FEEL OF IT!"

Adrian Grint Church Lawton



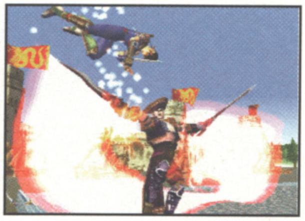
55 WORMS

■ PC/GB/PS/SATURN/N64 ■ 1996 ■ STRATEGY

If you ever want to play at total annihilation with your mates, this is your game. You each get four little but extraordinary worms. Trained to perfection and super-capable in combat, they'll do whatever it takes to destroy their opponents. You also get an array of cool weapons. Not much fun in one-player, but sheer madness when up to four people play.

"MATES, BEERS, FRIDAY NIGHT"

Jamie Parker, London

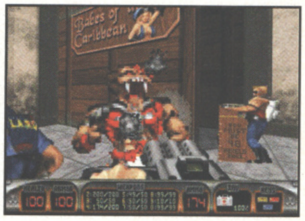


54 SOUL BLADE

■ PS/ARCADE ■ 1996 ■ FIGHTING

The *Tekken* team do their magic again, this time adding weapons to fighting mix. *Soul Blade* was a huge hit in the arcades, but the PlayStation version included awesome extras like the incredible Edge Master mode, where you can play as any of the ten characters on a quest around the world to find the mystical Soul Edge sword, picking up some new weapons along the way.

"EDGE MASTER MODE!" **Li Kwan, London**



53 DUKE NUKEM 3D

■ PC/PS/N64 ■ 1996 ■ CORRIDOR SHOOTER

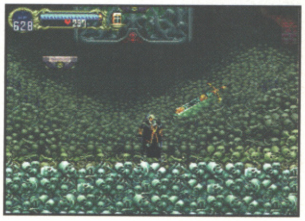
"It's time to kick ass and chew bubble gum and I'm all outta gum," says our hero Duke. You know not to doubt his words. On a quest to destroy everything in sight, he is aided by some devastating and very over-the-top weapons in this free-flowing, pumping action-shooter. Pure mindless fun and very good at that. Scantily-clad females are popular too.

"HUMOUR, VIOLENCE & ATTITUDE"

Adrian Morgan, Exeter

DAN'S TOP 10...

1. Super Mario Kart 2. Space Harrier 3. Super Sprint 4. Marble Madness 5. Paperboy 6. Gauntlet 7. Dragons Lair 8. Soul Calibur 9. Resident Evil 2 10. Quake III

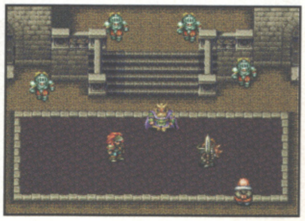


52 CASTLEVANIA: SOTN

■ PS/SATURN ■ 1997 ■ PLATFORM

One of the best platform games ever made. You play Alucard, Dracula's son, who is trying to stop his father from taking over the world, by battling through a huge castle. The game starts with the final battle from *Castlevania IV* (SNES) which you must win to progress. *Castlevania: Symphony of the Night* is so cool that when you think you've finished the game, you realise you're only half way there.

"GOTHIC EPIC" **Ludovica Price, Surrey**



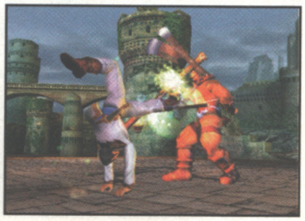
51 THE SECRET OF MANA

■ SNES ■ 1993 ■ RPG

An RPG game at heart, but with many great new features and characters you really care about. The storyline revolves around the search for Mana, an ancient energy source. You control three characters simultaneously while the battles are – unlike most RPG games – action rather than turn-oriented. This allows very innovative multiplayer gaming.

"A MAGICAL WORLD TO EXPLORE"

Alan Mason, Wigan



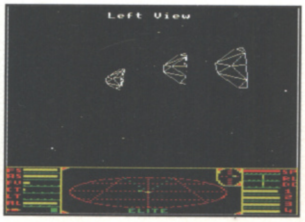
50 SOUL CALIBUR

■ DC/ARCADE ■1998 ■ FIGHTING

Superior sequel to *Soul Blade*. The Dreamcast version, just released, improves on the arcade version. Not only does the game contain great characters and devastating attacks, but a special mention must go to the fighting arenas themselves – both for their looks and variety of shapes and sizes. *Soul Calibur* represents the best of current 3D fighting.

"UNGH? (JAW HITS FLOOR)"

Ben Justice, Hants



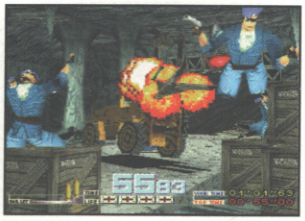
49 ELITE

■ BBC ■ 1984 ■ SHOOTING/FLIGHT

Inventor of the space trading/shooting genre. Starting with a puny Viper craft, you worked your way onto bigger ships, earning money by trading or bounty hunting. Not only was the game endless, it didn't have any set paths, so you could fly anywhere and explore. Amazing game with groundbreaking wireframe 3D graphics that still has a huge following.

"TRULY OPEN-ENDED, NOT YET BETTERED"

Scott Bruce, Norwich



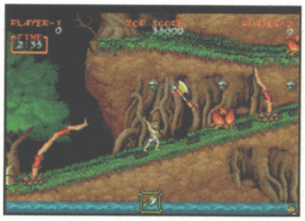
48 TIME CRISIS

■ ARCADE/PS ■ 1997 ■ GUN GAME

Fast-paced gun game where you have to destroy a terrorist group who've kidnapped the president's daughter. Tough and skilful, you're playing against the clock; so not only do you have to shoot well, you have to do it with lightning speed. If the enemy get too heavy, you can always duck out of their fire. But every second is vital.

"THE BEST SHOOTING GAME, EVER"

Kurt Gerrard, London

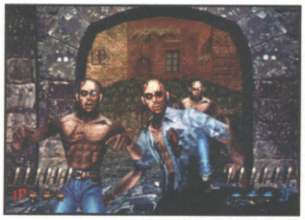


47 GHOULS & GHOSTS

■ ARCADE/SNES/PLAYSTATION ■ 1988 ■ PLATFORM

Join Sir Arthur on his quest to save his beloved Princess, kidnapped by The Devil. Sir Arthur must venture into the land of the undead in this classic. Battling zombies, killer plants and other evil things, while making use of whatever weapons he may find. The sequel to *Ghosts 'n Goblins* was every bit as good as it's predecessor and equally as challenging. Today's games are so easy in comparison.

"IT'S WELL 'ARD" **P Fitzmaurice, Dublin**

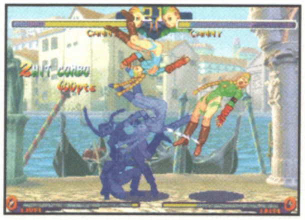


46 HOUSE OF DEAD 2

■ DC/ARCADE ■ 1998 ■ GUN GAME

Excellent gun game in which you have to rid a town of zombies while innocent people scream for help. You also have some mad zombie bosses to defeat by finding their weak spots. Great thing about *House of Dead 2* is that there are many routes through the city and depending on how well you do and how many lives you save, new routes will open up.

"THE ACTION NEVER SLOWS FOR A SECOND" **Jason Harper, Cambridge**

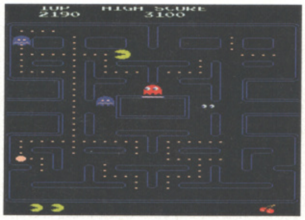


45 STREET FIGHTER ALPHA 2

■ ARCADE/SATURN/PS/PC ■ 1997 ■ FIGHTING

This 2D fighting game is so near perfection that it puts most 3D ones to shame. Featuring characters from numerous *Street Fighter* games, complete with new moves and costumes. The gameplay is tuned to perfection and the super and finishing moves a treat to perform and watch.

"FINDING NEW COMBOS TO BEAT YOUR MATES" **Shaun Wilson, London**



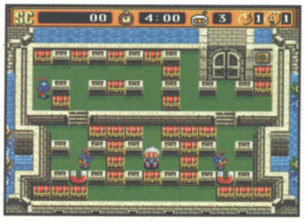
44 PAC-MAN

■ ARCADE/PLAYSTATION ■ 1981 ■ MAZE CHASE

One of the first games to introduce a loveable character. Pac-Man became the first games superstar – he even had his own cartoon. Super simple, Pac-Man's only task was to eat every dot in a maze, allowing him onto the next level. Out to stop him were four ghosts. Very addictive and still has a loyal following.

"ARGUABLY, THE CHARACTER MOST SYNONYMOUS WITH VIDEO GAMES"

Robin King, Hants.



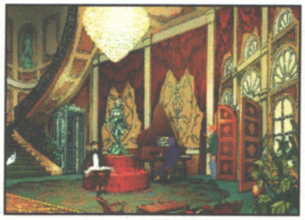
43 BOMBERMAN

■ SAT/MD/N64/GB/SNES/PS ■ 1987 ■ STRAT/PUZZLE

Bomberman has appeared on virtually every console of the past decade. Forget the game's one-player mode, it's battle mode that has long since become legendary, especially the ten-player bomb-fest on Saturn. Set bombs to explode blocks, hopefully revealing power-ups or blasting other players. Simple as that. Very addictive and so much fun. A classic.

"THE BEST MULTIPLAYER PARTY GAME"

Will Pidgley, Woking



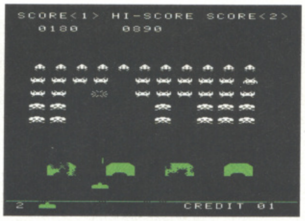
42 BROKEN SWORD

■ PC/PS ■ 1996 ■ POINT & CLICK ADVENTURE

The *Broken Sword* series boasts some of the most mind-boggling puzzles ever. George Stobbard witnesses an assassination and gets involved in an adventure where the secrets of the Knights Templar are revealed. Oh, in case you're still stuck, you need to hook the goat to the plough by grabbing the rope around its neck.

"HAD ME HOOKED FOR MONTHS"

Peter Horner, Worksop



41 SPACE INVADERS

■ ARCADE ■ 1978 ■ SHOOTING

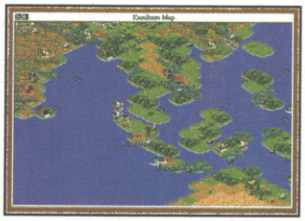
The original. This is where it all started before many of you were even born. It wasn't the first video game ever, but it was the first that emptied pockets until there were no coins left. Games have come a long way since, but we owe a lot to those basic little aliens who swarm down the screen as you attempt to blast them. Without this, there'd be nothing.

"IT'S SPACE INVADERS" **Bill McCabe**

"WERP... WERP... WERP..." **Jaime Perry**

MATT'S TOP 10

1. Elite 2. Gran Turismo 3.Chucky Egg (BBC) 4. Planetoids (BBC) 5. Star Wars (arcade) 6. Asteroids 7. House of the Dead 2 8. Colin McRae Rally 9. Tetris 10. Space Invaders



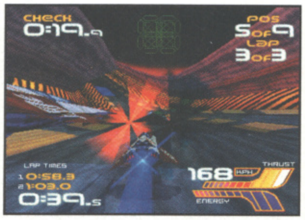
40 CIVILIZATION 2

■ PC ■ 1996 ■ STRATEGY

Starting from ancient times, you build cities, armies and wonders of the world, make discoveries and fight wars: your goal being the conquest of space. Only *Civilization 2* is much more than this. The game comes with a huge chart to help you follow scientific progress – essential if you're going to beat your rivals. An immersive and amazing gaming experience.

"YOU GET TO NUKE THE FRENCH"

Alexander Searle, Kent



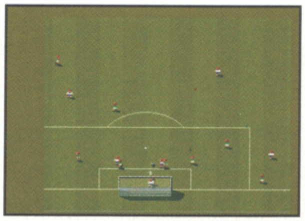
39 WIPEOUT 2097

■ PS ■ 1996 ■ RACING

The game that made PlayStation cool. Super-fast futuristic racing combined with music by some of the biggest names in the business including Prodigy and the Chemical Brothers – bound to give an adrenaline rush to anyone who's ever played it. The recently-released sequel, *Wipeout 3*, is even better, with more courses and faster vehicles.

"I'M THE FIRESTARTER"

Lee Miles, Newport



38 SENSIBLE WORLD OF SOCCER

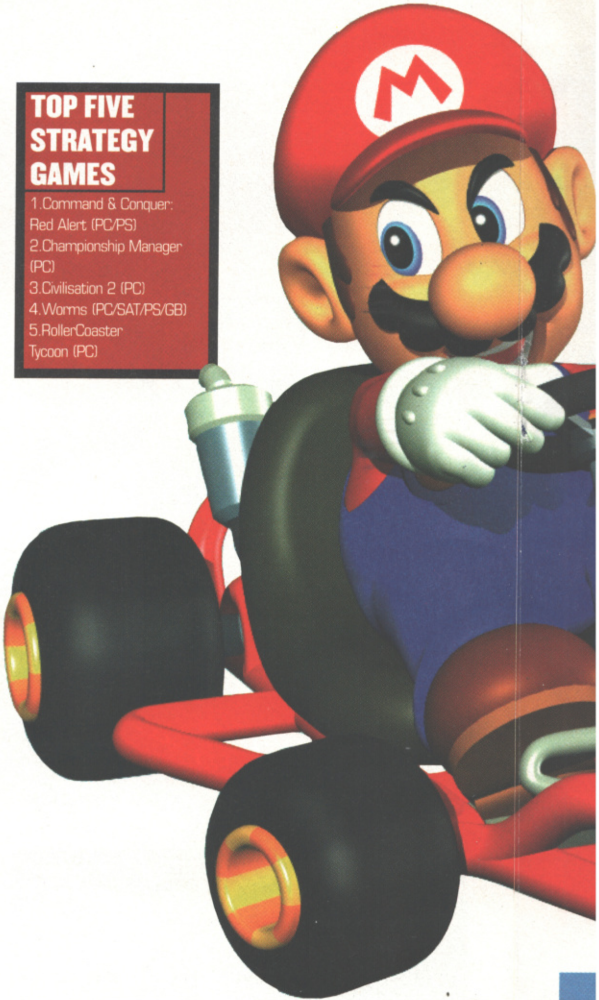
■ AMIGA/PC ■ 1992 ■ SPORT

Still hailed by some as the greatest footie game ever, it perfectly combines playing and management modes. Take control of a team and sign players from an awesomely complete global player roster, or just indulge in head-to-head with a friend. Playing was a sublime experience: simple controls meant every game boiled down to pure skill.

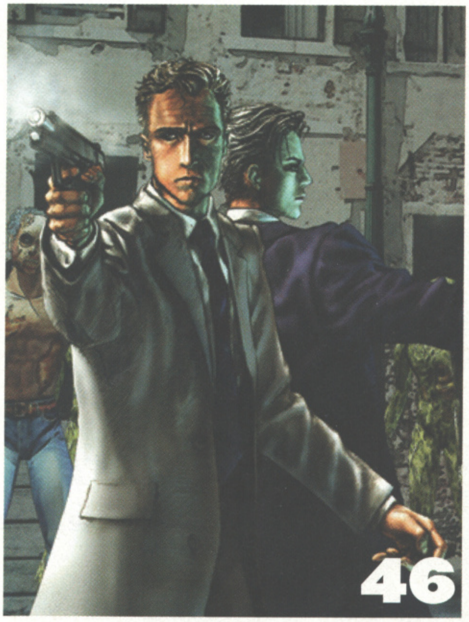
"SO SIMPLE, BUT GREAT FUN" **SteveTowle**

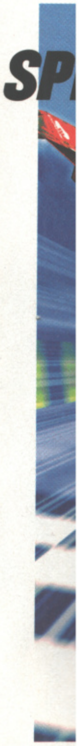
TOP FIVE STRATEGY GAMES

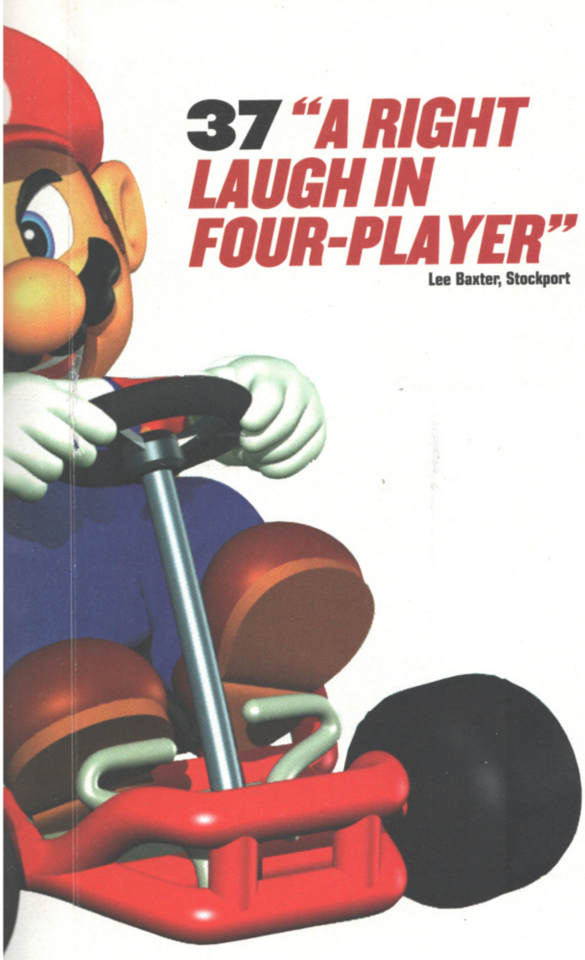
1.Command & Conquer: Red Alert (PC/PS)
2.Championship Manager (PC)
3.Civilisation 2 (PC)
4.Worms (PC/SAT/PS/GB)
5.RollerCoaster Tycoon (PC)



39 "WOW! THE SP







37 “A RIGHT LAUGH IN FOUR-PLAYER”

Lee Baxter, Stockport

37 MARIO KART 64

■ N64 ■ 1996 ■ RACING

Cute little Nintendo characters go for each other's throats in this vicious racer. Of course, it's best played when mates come over, so forget the one-player mode. Hardcore Nintendo fans were ultimately disappointed with the game, preferring the older and far more challenging *Super Mario Kart* on SNES, but this game is still fun and proves that no-one can master playability like Nintendo.

“BATTLE MODE 64!” **Adrian Cole, Dover**

36 COLIN MCRAE RALLY

■ PC/PS ■ 1998 ■ RACING

The most accurate rally driving console game around. Compared to *Gran Turismo*, the game may lose out on the amount of cars or graphics, but it makes up in the actual driving, where it is better than its counterpart. You can even roll the cars. The car physics are incredible and the tracks you race are a driver's dream.

“A PERFECT RALLY SIM WITH NO GIMMICKS” **Graeme Lee, Cumbria**

35 PANZER DRAGOON SAGA

■ SATURN ■ 1998 ■ RPG

One of the last games released on Sega's Saturn machine in the UK, allowing the console to bow out in style. Different to previous, shooting-oriented *Panzer Dragoon* games, this was an amazing story-driven game that made huge advances, mixing RPG and shooting gameplay. Very innovative.

“SO DIFFERENT, SO GOOD, SO FUN, SO MUCH” **John Keating, Cambridge**

PETE'S TOP 10...

1. Quake 2. Syndicate 3. Command & Conquer 4. X-COM Apocalypse 5. Diablo 6. Zelda (SNES) 7. Golden Axe 8. B17 Bomber 9. Scramble 10. Hobbit

34 ZELDA: LINK'S AWAKENING

■ GB ■ 1993 ■ RPG

A scaled-down version of everything that made *Zelda* on SNES so great. In order to get back to Hyrule, Link has to awaken Wind Fish and this is only possible with eight magic instruments. Link goes on the quest to find them. This is one of the best Game Boy games. The colour *DX* version adds a whole new dungeon too.

“PLAY AS LINK ANYWHERE” **Carl Whitley**

33 QUAKE

■ PC ■ 1996 ■ CORRIDOR SHOOTER

The greatest multiplayer game ever? Highly anticipated successor to *Doom* that took corridor shooters to a whole new level. Individuality was the key to *Quake's* success, with the ability to create your own character skins and the thousands of levels and patches that were available on internet from fellow fans. Plus the rocket jump: one of the best accidentally developed skills ever.

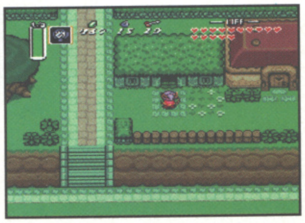
“ONE WORD: DEATHMATCH” **Sean Daisy**

32 DOOM

■ PC/PS/N64 ■ 1994 ■ CORRIDOR SHOOTER

A game that, when first released on PC, extended the reach of video games beyond the teenage market and set standards for shoot 'em up games to come. The plot: space marine getting rid of demons on the moons of Mars was a bit basic, but playing *Doom* was a genuinely scary experience with realistic graphics and the sheer number of hellspawn to be destroyed.

“NO DOOM, NO GOLDENEYE” **Simon Beer**



31 LEGEND OF ZELDA: A LINK TO THE PAST

■ SNES ■ 1992 ■ RPG

One of the greatest adventures ever. Rescue the kidnapped Princess Zelda. The game is huge: you have to explore every single part in order to find all the magic pendants, and other items. Enormous, detailed graphics and great music. Like *Super Mario World*, true fans claim it's better than the N64 sequel.

“YOU DON'T JUST PLAY IT, YOU LIVE IT” **Robert Jenkins, London**

30 SONIC ADVENTURE

■ DC ■ 1998 ■ ADVENTURE

After years in the wilderness and no true Sonic game on the Saturn, fans were waiting impatiently for his return. *Sonic Adventure* brought the 'hog back in style. With incredible graphics and incredible speed, *Sonic* is a huge game with lots of variety. On top of that you raise, race and mate Chao creatures – that alone is much better than most games.

“SEEN THE GRAPHICS MOVING? WOW!” **Matthew Tolley, Gwent**

29 SEGA RALLY

■ SATURN/ARCADE/PC ■ 1995 ■ RACING

There are numerous rally games nowadays, but it was Sega that started this craze with a game that set arcades alight. Compared to modern racers, it doesn't seem to offer much, with limited number of cars and tracks available. But anyone that has played it will tell you that this doesn't matter when the tracks and cars are honed to perfection.

“I MUST GET 100TH OF A SECOND BETTER!” **Tim Hills, Hounslow**

E SPEED, THE SPEED”

Nick Angell, Salisbury

Manchstr U 2 Newcastle 0

28 FIFA 99

■ PC/PS ■ 1998 ■ SPORTS

EA Sports took the same approach that made the *Madden* series a success, transplanting it lock, stock and barrel to football. The series has been an annual regular since the early nineties. Although its critics would argue that the game hasn't changed radically enough with the times, the punters would definitely disagree - the fact that the game is favourite for every year's Christmas No.1 proves this.

"EAT, SLEEP, LIVE FOOTIE" **Zubier Hussain**

r alone makes me aggravated, agitated and in

27 MONKEY ISLAND

■ PC ■ 1991 ■ POINT & CLICK ADVENTURE

Lucas Arts greatest point-and-click game ever is also one of the funniest. It features Guybrush Threepwood, a bit of an adventurer who always gets himself into trouble involving the dread pirate Le Chuck. There are treasures to be found, girls to be saved and absolutely mad puzzles to be solved. Engrossing and so much fun, who can forget the pirate insult fights?

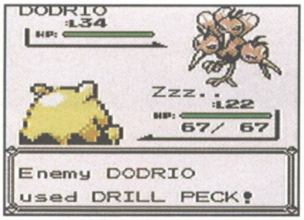
"EVEN MY DAD LIKED IT" **Ralph Johnston**

26 BANJO KAZOOIE

■ N64 ■ 1998 ■ ADVENTURE

When it came out, many people thought it was trying to be *Mario 64*, but *Banjo Kazooie* proved otherwise. A huge game where there are so many things to collect, locations to explore, moves to master. *Banjo Kazooie* is pretty challenging. Graphics are great, but that's what we've come to expect from Rare and Nintendo and the game is very enjoyable. All makes for a super N64 experience.

"THE FUNNIEST DUO EVER" **Leigh Dennis**



DODRIO :L34
HP:
Zzz..
:L22
HP: 67/ 67
Enemy DODRIO used DRILL PECK!

25 POKEMON

■ GB ■ 1995 ■ RPG

Pokémon rules the world. You play Ash, an adventurer trying to become the champion of the Pokémon League. He catches small creatures called Pokémon, then trains them to battle. A unique gaming experience that you're encouraged to share with your friends - linking up your Game Boys will enable you to trade Pokémon. Christmas presents, anyone?

"14 MILLION PEOPLE CAN'T BE WRONG"
Mark Potter, West Sussex

INJURY TIME

24 ISS PRO '98

■ PS ■ 1998 ■ SPORTS

ISS is the true game connoisseur's choice of football games, coming second to *FIFA* in sales but beating it with the action on offer. It may not have the proper names of players or league clubs, but it wins hands down with everything else. A big hit on both N64 and PlayStation, although we prefer the PlayStation version.

"IT PLAYS LIKE REAL FOOTBALL"
Jonathan Edwards, Cardiff

MARIO 032100
×16
WORLD 1-2
TIME 271

23 SUPER MARIO BROS

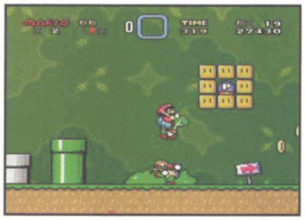
■ NES/GB ■ 1985 ■ PLATFORM

The ultimate platformer and the game that propelled Mario into a superstar. *Super Mario Brothers* was one of the most original and inventive games to date and offered great replay value, as there were so many secrets to be found. Released on Game Boy earlier this year, it still stands the test of time as being one of the greatest.

"IT'S CHALLENGING, NOT FRUSTRATING"
Crossley Birch, Blackburn

TONY'S TOP 10...

1. Tony Hawk's Skateboarding 2. Tetris 3. Gauntlet 4. Wipeout 2097 5. 1080° Snowboarding 6. Defender 7. Head over Heels 8. Lords of Midnight 9. Army Moves 10. Paperboy



22 SUPER MARIO WORLD

■ SNES ■ 1990 ■ PLATFORM

Mario made his SNES debut in style: his greatest performance yet, featuring more of what made the series great and adding new twists. Not only did the game feature hats that allowed Mario new abilities like flying, but he brought his dinosaur friend along too. Huge game with loads of secrets and warp zones, plus dollops of gameplay.

"I'D BORROW MY FRIEND'S COPY JUST TO COMPLETE 96 LEVELS AGAIN" **Simon Mills**

21 QUAKE 2

■ PC ■ 1997 ■ CORRIDOR SHOOTER

The one-player game was an improvement over the original, but it was the internet which contributed to the huge success of *Quake 2*. There are so many cool new weapons, levels and player skins. New hand signals meant you could communicate without typing which made Capture The Flag mode great fun, while the improved graphics made it easy to see who was on your side.

"ASK ANYONE ON THE NET" **Mark Pearle**

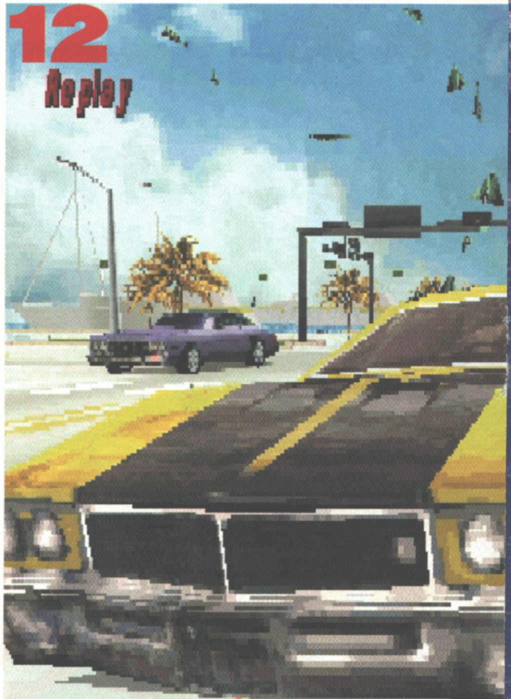
KO
RYU
DHALSIM

20 STREET FIGHTER 2

■ ARCADE/MD/SNES ■ 1991 ■ FIGHTING

In the early 90s, arcades were in decline due to the popularity of consoles. Along came *SF2* and caused a revolution. Sega and Nintendo squabbled for the home rights and when it came to the SNES first it caused riots. Many of you spent months' worth of pocket money playing this one-on-one fighter, full of memorable characters and awesome moves. It wiped the floor with everything around and the series is still going strong.

"NOTHING ELSE COMES CLOSE" **N White**



OF ALL TIME

26 "THE FUNNIEST DUO EVER"

Leigh Dennis, Strood

21 "ASK ANYONE ON THE INTERNET"

Nick Angell, Salisbury

TOP FIVE RPG GAMES

1.Legend of Zelda: Ocarina of Time (N64) 2.Final Fantasy VII (PS) 3.Pokémon (GB) 4.Legend of Zelda: A Link to the Past (SNES) 5.Zelda: Link's Awakening (GB)

19 HALF-LIFE

■ PC ■ 1998 ■ CORRIDOR SHOOTER

This very ambitious game introduced plot and dramatic tension into the popular first-person corridor shooter arena. A scientist is left to destroy nasty creatures after experiments start going wrong in a continuous game where great attention is paid to detail. Very believable and engaging, *Half-Life* takes the genre onto a new level.

"YOU FEEL LIKE YOU'RE PLAYING A MOVIE WITH YOU IN IT" **Peter Wong, London**

Dennis Bergkamp (Holland)

18 CHAMPIONSHIP MANAGER 3

■ PC ■ 1998 ■ SPORTS/STRATEGY

The most in-depth football management game available. Pick your team, buy and sell players and aim for trophies. Superior to its rivals for the up-to-date player information and the realism of the stats – and there are lots. It may not have fancy graphics, but it makes up for it with absorbing, addictive game play.

"IT TAKES OVER YOUR LIFE" **C. Montgomery**

17 SUPER MARIO KART

■ SNES ■ 1992 ■ RACING

Arguably the best two-player game of all time, no-one thought Mario could escape his platform destiny and turn up in a racing game. Nintendo proved us all wrong. It allowed you to play tactically and dirty thanks to the assortment of power-ups and who could forget the Battle mode? Often imitated and more challenging than its Nintendo 64 sequel.

"NEVER AGAIN WILL THERE BE SUCH A PLAYABLE RACER" **Simon Mills**

NICOLA'S TOP 10

1. Tetris 2. Pac-Man 3. Space Invaders 4. Time Crisis 5. Donkey Kong 6. Defender 7. Ghouls 'n Ghosts 8. Broken Sword 9. Sonic the Hedgehog (Megadrive) 10. Gauntlet

16 RESIDENT EVIL

■ PS/PC ■ 1997 ■ SURVIVAL HORROR

No horror movie is as scary as this. The ultimate jump-out-of-your-seat experience as a special forces team investigates strange activities in a creepy mansion. The game has spawned not only a toy and comic book franchise, but a whole new game genre too. We only hope that George Romero is put back into the director's seat for the movie.

"FILLS YOUR PANTS" **Colin Paturel, Jersey**

"SHAT ME UP, BIG STYLE" **John Zazzarino**

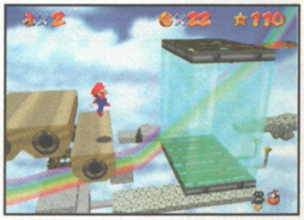
13
99
50
1430
6 Link

15 NiGHTS INTO DREAMS

■ SATURN ■ 1996 ■ SCORE ATTACK

And now, for something completely different. *NiGHTS* still defies all existing game categories. A unique game, which mixes flying, collecting objects, performing tricks and aiming for a higher score. It introduced A-Life creatures, better known as Chao's from *Sonic Adventure*. While playing on certain dates reveals special rewards. Truly unforgettable.

"IT'S AN EXPERIENCE, NOT A GAME" **Arya Tayebi**



14 SUPER MARIO 64

■ N64 ■ 1996 ■ ADVENTURE

The game that launched Nintendo's 64 bit console and in many ways redefined gaming as we know it. Mario ditched 2D and ventured into another dimension. His popularity soared and you just couldn't get enough of the game. The sheer size, the amazing graphics and the great playability all added to an outstanding gaming experience.

"CLASS FROM START TO FINISH" **Duncan Brooks**

13 COMMAND & CONQUER: RED ALERT

■ PC/PS ■ 1996 ■ STRATEGY

Commanding armies can be the most addictive thing in the world. You take charge of a small group of soldiers and complete missions, which will take cunning skills, or you can just build bases and fight all-out wars in the Skirmish mode where good planning is the key to success. Fantastic. It's best to set an alarm clock before you start playing.

"TESLA COILS! NUFF SAID!" **Guy Miller**

12 DRIVER

■ PS ■ 1999 ■ DRIVING

A game inspired by numerous 70s cop-chase movies. Set in America, you play an undercover policeman investigating the underworld. You're sent to do jobs for crime bosses and, since you're undercover, the police aren't having any of it and will be on your tail as soon as they spot you. *Driver* offers great playability and lots of fun.

"WHO DOESN'T WANT TO RE-ENACT STARSKY & HUTCH?" **Jaime Perry**

11 TOMB RAIDER

■ SATURN/PSX/PC ■ 1996 ■ ACTION ADVENTURE

Lara Croft misses a top 10 spot by the narrowest of margins. Her first outing is a mighty tough one too. Remember St. Francis' Folly? The game proved to be challenging and full of surprises: the T-Rex, anyone? There were puzzles, loads of predators to kill and masses of exploring. A fantastic gaming experience and the original is by far the best.

"THE ORIGINAL WAS THE BEST FOR ITS TIME, LIKE JAWS" **A.J. Andreou**

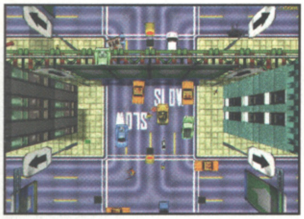
10 GRAND THEFT AUTO

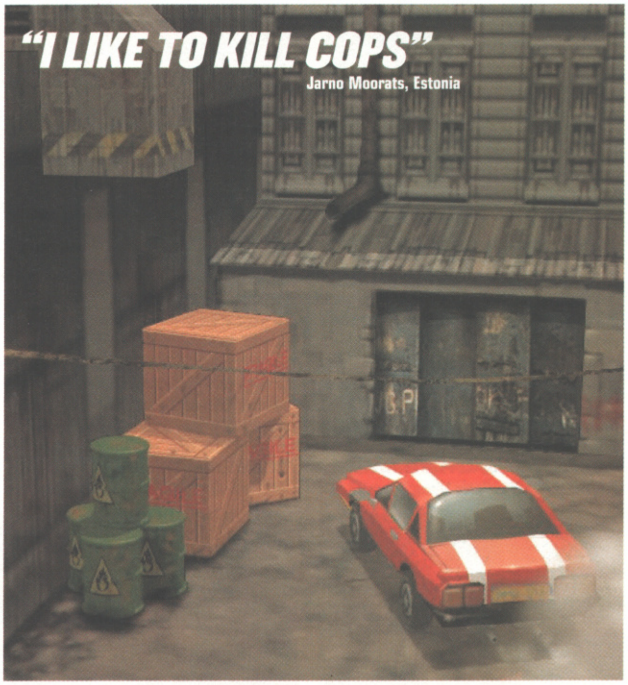
■ PS/PC ■ 1997 ■ CRIME SPREE

You play a petty crook trying to make it in the big league and doing whatever it takes to succeed. Out to make a name for yourself and impress the mob, you must steal cars and run errands for the local crime syndicates. Get extra jobs by finding special cars and checking your beeper, but most importantly, evade the law, otherwise you'll be busted. If that happens, you could always drive into a police station in a car full of explosives and then run out before the cops go up in smoke. Not very politically correct, but great entertainment nevertheless. The age rating and media attention made younger players want to play it, but it's fantastic gameplay that makes it qualify for the top ten.

"I JUST LOVE CRIME"

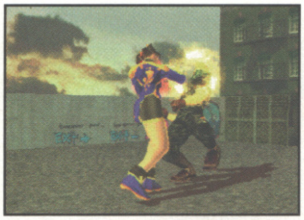
Arshad Miah, Nottingham





"I LIKE TO KILL COPS"

Jarno Moorats, Estonia



9 TEKKEN 3

■ ARCADE/PS ■ 1998 ■ IGHTING

An awesome fighting game and one of PlayStation's finest moments. *Tekken 3* is only a slight compromise of the original arcade game, with 2D background graphics, but the new features more than make up for this.

The gameplay is identical to the arcade and there are new characters and new modes - Theatre mode shows you beautifully rendered, movie-style end-sequences for all fighters. In Tekken Force, you get to try your luck in a four-level side scrolling beat 'em up, fighting against a whole bunch of ninjas, but the weirdness award must go to the Ball mode where you play a bit of beach volleyball. If your opponent misses the ball or gets hit, he will suffer damage.

Tekken 3 is so popular it easily slipped into our top ten and is, without a doubt, the greatest fighting game on PlayStation.

"AN UNRIVALLED FIGHTING EXPERIENCE"

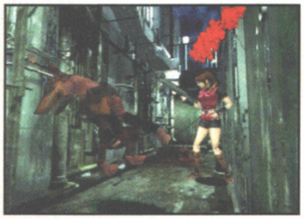
Stephen Loveridge, West Midlands

"THE MOTHER OF ALL FIGHTING GAMES"

Scott Pearce

PAUL'S TOP 10...

1. NiGHTS 2. Vampire Hunter 3. Tekken 3 4. Super Mario Kart 5. Pac-Man 6. Final Fantasy VII 7. Street Fighter 2 8. Super Mario World 9. Pokémon 10. Tempest 2000



6 RESIDENT EVIL 2

■ PS ■ 1998 ■ SURVIVAL HORROR

A great improvement, although less scary than its predecessor, *Resident Evil 2* pretty much has everything you ever wanted in an adventure game with an added bonus of terrifying zombies that like to eat human flesh.

Second time round, the whole town is overrun by zombies. You can choose to play either as Leon Kennedy, a new policeman in the town, or Claire Redfield – sister of Chris, one of *Resident Evil's* main characters. Their paths inevitably cross during the game but each has their own mission to follow. To experience the game fully, you should play both scenarios. The evil undead are out in increased numbers, from human zombies that'll keep coming even after you've shot half of their bodies off, to huge mutants and the hideous skinless lickers - gore galore.

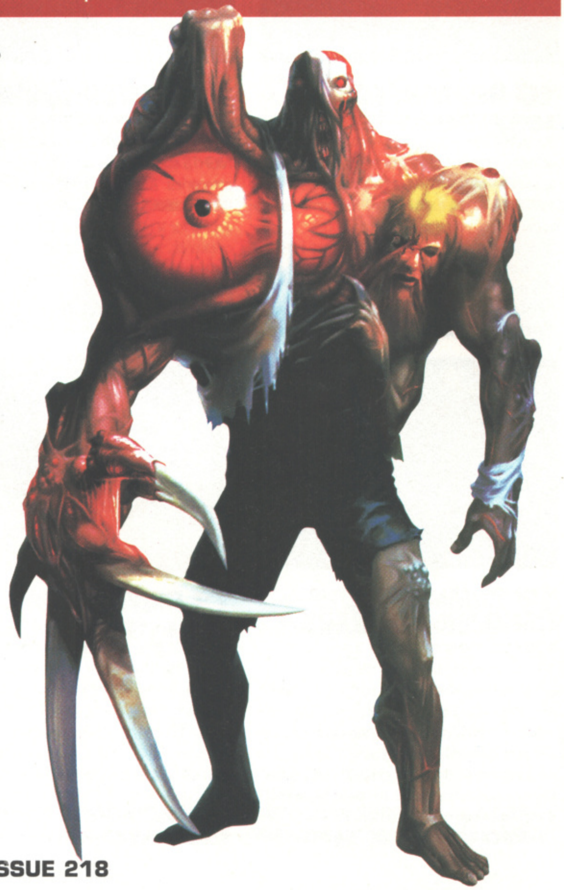
Great storyline, cool characters and the fantastic setting make *Resident Evil 2* such an excellent game. Now available in the budget range, so if you haven't played it yet, you are all out of excuses.

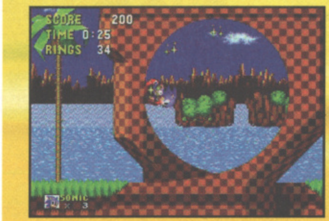
"SCARED THE PANTS OFF ME"

Leigh Smith, York

"PASS THE CLEAN UNDERWEAR"

Frank Smart, Glasgow





5 SONIC THE HEDGEHOG

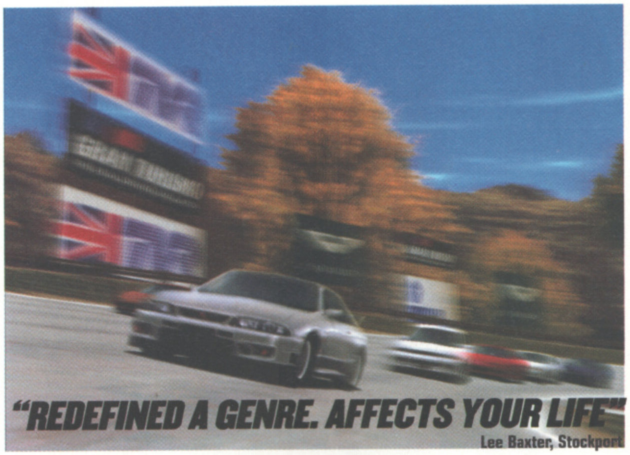
■ MD ■ 1992 ■ PLATFORM

Sega's Master System took a battering from Nintendo and their mascot Mario, so to help launch the Megadrive Sega needed a mascot of their own. The answer was Sonic, the opposite of Mario in every way – while the plumber was portly and slow, Sonic was sleek and fast. So began another epic rivalry between companies and their stars.

Luckily for us, *Sonic* wasn't just a marketing ploy but a fantastic game too. Sonic must battle the evil Dr. Robotnik who has enslaved Sonic's friends. Racing through the levels at lightning fast pace, Sonic can free his friends by jumping on enemies, before his confrontation with Robotnik at the end of each section.

Just like *Mario, Sonic* was a phenomenon, spawning toys, comics and a cartoon series and the only ever games character to grace a cover of i-D magazine. The sequel release day is still remembered as being one o the greatest events in gaming, being released on Sonic 2s'day, which of course was a Tuesday.

"SEGA'S CRUCIAL AND WORTHY WEAPON AGAINST MARIO" **Alexander Rasera**



"REDEFINED A GENRE. AFFECTS YOUR LIFE"
Lee Baxter, Stockport

8 GRAN TURISMO

■ PS ■ 1998 ■ DRIVING

This is as close as you'll get to a real driving experience in the comfort of your own home.

Simulation mode is the business – you buy cars, fix and tune them up and then you race. But before you get to the racing, you have to pass an innovative driving test and get your licence. It's the handling and realism that makes this game so appealing, offering real cars which drive just like their real-life counterparts. There's so many you can choose from and once you start working on them and buying new parts you can end up with your dream ride. The best driving game on the market today. One of the only games where it's worth watching the replays in their entirety, they're that amazing.

"CHECK OUT MY GARAGE" **Martin Clarke**
"UNBELIEVABLE" **James Stuart**

7 TETRIS

■ GAMEBOY ■ 1989 ■ PUZZLE

The oldest game to make it into our top ten list, Tetris is by far the most addictive and best puzzle game of all time.

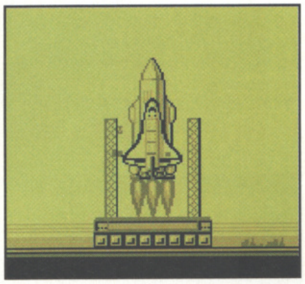
The idea couldn't be simpler – blocks of various shapes falling down which you have to arrange to fill in empty spaces. Once you completely fill a line, it will disappear and you get points. This is easy, but you have to keep your concentration. There are numerous difficulty settings to master and once you start playing...

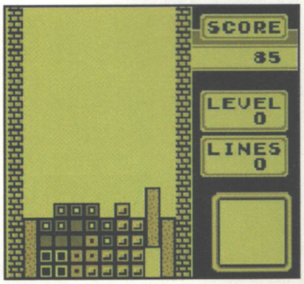
Newer versions of the game, like *Tetris DX*, include variations on the theme. Like Versus mode, where the computer will keep throwing blocks down, and the 40 Lines challenge, where you have a tiny space left on the screen to manoeuvre the blocks and fill the 40 lines. Mind-numbingly addictive.

It's pretty amazing how something so simple has managed to make even the calmest among you turn into red-eyed zombies after too much time spent playing *Tetris*. A timeless classic.

"THE ULTIMATE TOILET GAME"
Wai Lun Lee, Ilkley
"SPENT HOURS IN THE BATH PLAYING IT"
Dean Tallon, Penzance
"MORE ADDICTIVE THAN CRACK"
Dave Owens, Northampton
"THE PERFECT VIDEO GAME"
Bill McCabe, London
"ALL I HAVE TO SAY IS: TEN YEARS!"
Tom Gaffikin, London

"SPENT HOURS IN THE BATH PLAYING IT"
Dean Tallon, Penzance

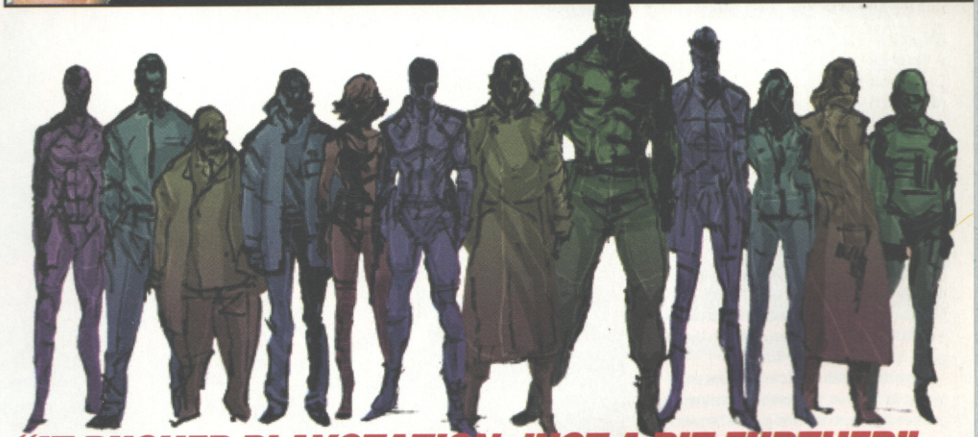




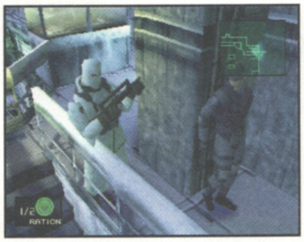
"YOU FREE LITTLE CREATURES"
Angelique Soan, Middlesex

ALEX'S TOP 10

1. Tetris 2. Robotron 3. Pac-Man 4. Super Mario Kart 5. NiGHTS 6. Quake 7. Super Mario World 8. Super Mario 64 9. Championship Manager 10. Bomberman



"IT PUSHED PLAYSTATION JUST A BIT FURTHER"
Mark Pearce, Cardiff



4 METAL GEAR SOLID

■ PS ■ 1998 ■ STEALTH SHOOTER

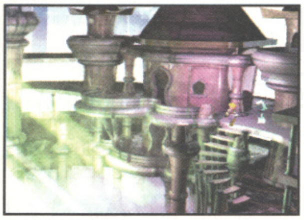
Way before it's release date, rumours of Konami's new adventure game on an epic scale were heard and a lot was expected. Judging by the amounts of votes we received, *MGS* even surpassed those expectations.

Solid Snake, a retired member of the secret anti-terrorist team FoxHound, is called in to infiltrate an army base seized by members of his former team.

MGS is a lesson in stealth warfare. You need to sneak past each guard, stay away from security cameras and use the surroundings to your best advantage. A great concept with excellent gameplay and support characters/enemies that made cool action figures, but the storyline and attention to detail is why it's remembered so fondly.

"YOU'RE COOLER THAN BOND" **Frank Smart**
"UNRIVALLED ACTION" **Francis Martin**
"A MASTERPIECE" **Ali Aziz, London**

Cloud
Barret
Tifa
Limit
Magic
Summon
Item
928/2442 388
591/2125 280
77/1621 293



3 FINAL FANTASY VII

■ PS ■ 1996/97 ■ RPG

A monumental game from Squaresoft and the most amazing visual experience on any console at the time. *FFVII* proved beyond doubt that there is a great interest in RPG gaming outside Japan. Stunning graphics, amazing detail and a great soundtrack all contributed to the game's appeal, but it was the totally immersing and emotional storyline that sent your votes pouring in.

Cloud Strife is the main character of the game, a mercenary on a quest to save Midgar. On his quest, he meets various people and creatures, some of whom join him and some, like Chocobo, have since gone to star in games of their own. You find and trade items, weapons and most importantly, spells – these range from basic at the start of the game, to earth-shatteringly powerful ones later on. Many battles are fought in typical RPG fashion - you and your opponent take turns to attack. While this was probably one of the main reasons for RPGs' limited popularity in the past, *FFVII* manages to keep fighting visually amazing and exciting, especially later in the game.

The greatest thing about the game is definitely its fantastically detailed and innovative storyline. In a time when a large number of video games omit the story altogether and go for action all the way, *FFVII* stands out. Not only do you get 50+ hours of gameplay, but you genuinely care about the characters. If only more games were made like this. A true masterpiece.

"1997? SORRY, WAS BUSY THAT YEAR"

John Alcoch, Redditch

"TOOK ME ON A HOLIDAY TO NIRVANA FOR THREE MONTHS"

Lee Quelch, Essex

GAMES YOU LEFT OUT

It seems a lot of you can't remember a game you played last week, let alone a game from twenty years ago. But when you're considering the greatest games of all time, how come you forgot about these?

■ Day of the Tentacle ■ Stunt Car Racer ■ Defender ■ Scramble ■ Head over Heels ■ Asteroids ■ Lords of Midnight ■ Prince of Persia ■ Syndicate ■ Theme Park ■ Knight Lore ■ Populous ■ Shining Force ■ Golden Axe ■ Pole Position ■ Robotron ■ The Sentinel ■ 3D Deathchase ■ Tempest ■ Wolfenstein 3D ■ Bombjack ■ Final Fight ■ Streets of Rage ■ Lemmings ■ Canon Fodder ■ EA Hockey ■ Commando ■ Operation Wolf ■ Ghosts 'n' Goblins. We could go on all day...

2 LEGEND OF ZELDA: OCARINA OF TIME

■ N64 ■ 1998 ■ RPG

Ever since it first appeared in 1987 on the NES system, *Zelda* became synonymous with the absolute best Nintendo had to offer. *Ocarina of Time* was long in the making, but once it finally reached us was well worth the wait, which is why you have voted it your second favourite game of all time.

Ocarina follows in the footsteps of previous *Zelda* games and sees Link saving Hyrule from the evil Ganondorf. *Ocarina* is an incredibly complex and involving game, with loads of mini tasks to accomplish and subgames to play. An incredible feeling of freedom, although the game does follow a linear storyline.

Ocarina includes lots of imaginative and innovative features, memorable characters and beautiful locations. The game alternates between Link as a young boy and man; this not only changes our hero's appearance but events and locations in the game. The music is among the best heard, with memorable themes and the chance to contribute your own thanks to the ocarina of the title, a musical instrument that really works.

Adding to the excitement of the release, Nintendo couldn't manufacture the cartridges quickly enough – if you managed to buy one during the first week of sale not only were you very fortunate, but you felt privileged too.

"A MASTERPIECE FROM THE MASTER"

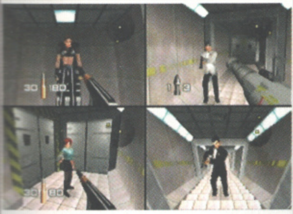
Mark Butler, Winsford

"COULDN'T STOP PLAYING, AS IF THERE WAS NOTHING ELSE WORTH LIVING FOR"

Dirk Sheers, Belgium

OF ALL TIME

Ourumov: Six



1 GOLDENEYE

■ N64 ■ 1997 ■ STEALTH-ACTION SHOOTER

James Bond has always been considered the Best of British and it is with great amount of national pride that we announce *Goldeneye* as the best game of all time, as voted by you.

Admit it, how many of you have secretly dreamed of becoming the super charismatic secret agent constantly saving the world from megalomaniac terrorists? In one of the first games to make use of the stealth concept, you get to be 007.

LICENCE TO KILL

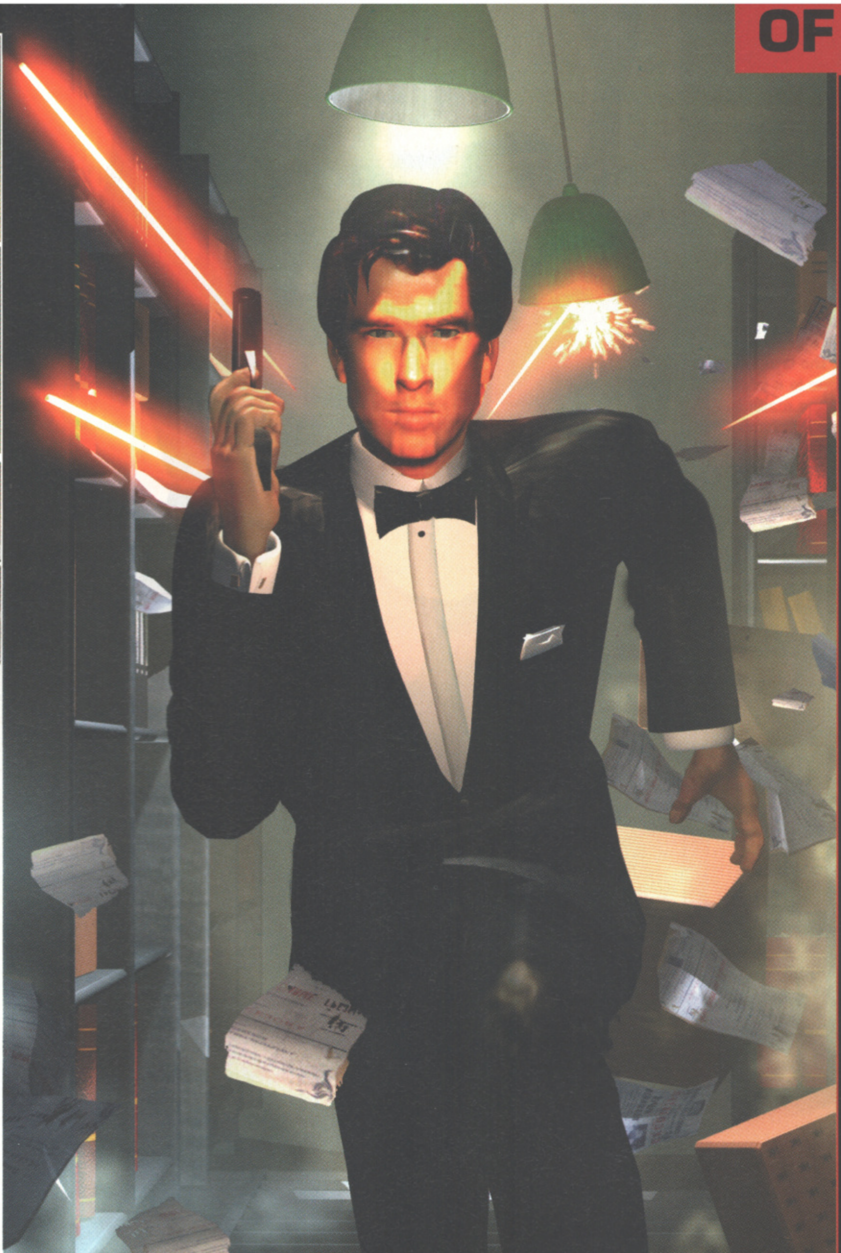
Bond has an assortment of weapons to help him, from the personal favourite Walter PPK to the awesome and very useful sniper rifle. This is a skilful and tactical game, where it's better to stay in hiding and use your sharp-shooting skills to kill the enemies than run around blasting at everything that moves. To keep guards and soldiers at bay, you'll often have to get past security systems and shoot alarms.

MAN WITH A GOLDEN GUN

Multiplayer mode is where *Goldeneye* really comes into its own. Up to four players can go mad with a bigger choice of weapons than in the single player game, including the famous golden gun. There are many arenas to play in, all containing corridors and secret passages. A small map on the screen points you in the direction of other players, allowing you to sneak up on them.

WHAT MAKES GOLDENEYE SO GREAT

Anyone can play this game due to its novice-to-expert difficulty setting. The last is excruciatingly hard to finish and it makes the game very challenging. On a console dominated by games for kids, it stands out heads above the rest. It's a shame that Rare – the game's makers – weren't given the licence for *Tomorrow Never Dies*, but a Bond-less sequel, *Perfect Dark*, is out in 2000 – so highly anticipated that some of you have already voted for it!



> **"FINISHING A LEVEL IS THE BEST FEELING IN VIDEO GAMES"**
>
> Barry Sandoval, Munich

WHICH FORMAT RULES?

How many top-rank games did your favourite gaming format get? We've had to rank some games according to their most popular format, so don't bust your chops with disgust if it's in the Top 100 but not on the formats' Top 10.

TOP TEN PLAYSTATION

1. Final Fantasy VII (3)
2. Metal gear Solid (4)
3. Resident Evil 2 (6)
4. Gran Turismo (8)
5. Tekken 3 (9)
6. Grand Theft Auto (10)
7. Tomb Raider (11)
8. Driver (12)
9. Command & Conquer: Red Alert (13)
10. Resident Evil (16)

TOP TEN NINTENDO

1. Goldeneye (N64) (1)
2. Legend of Zelda: Ocarina of Time (N64) (2)
3. Tetris (GB) (7)
4. Super Mario 64 (N64) (14)
5. Super Mario Kart (SNES) (17)
6. Super Mario World (SNES) (22)
7. Pokémon (GB) (25)
8. Bajo Kazooie (N64) (26)
9. Zelda: A Link to the Past (SNES) (31)
10. Zelda: Links Awakening (GB)(34)

TOP TEN SEGA

1. Sonic the Hedgehog (MD) (5)
2. Tomb Raider (SATURN)(11)
3. NiGHTS [into Dreams (SATURN) (15)
4. Street Fighter 2 (MD) (20)
5. Sega Rally (SATURN) (29)
6. Sonic Adventure (DC) (30)
7. Panzer Dragon Saga (SATURN) (35)
8. BOMBERMAN (SATURN) (43)
9. Street Fighter Alpha 2 (SATURN) (45)
10. House of the Dead 2 (ARCADE/DC) (46)

TOP TEN PC

1. Command & Conquer: Red Alert (13)
2. Championship Manager (18)
3. Half-Life (19)
4. Quake 2 (21)
5. Monkey Island (27)
6. Doom (32)
7. Quake (33)
8. Sensible World of Soccer (38)
9. Civilisation 2 (40)
10. Broken Sword (42)

CONCLUSION

While some of you might not agree that all these games should be on this list, everyone has to admit this is an awesome line up of games. We've received almost 10,000 votes for nearly 800 games and we'd like to thank every one of you for taking the time to fill in the forms.

It's great to see older games on the list and is good to know that you haven't forgotten them in favour of today's better graphics and capabilities. As for today's games, we all know that some of them wouldn't even be on the list in five year's time. But that's a whole new poll.

Special thanks to Rapture TV and everyone who made the feature possible.

WHAT'S IMPORTANT

The Computer and Video Games five-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video
GAMES
★★★★★

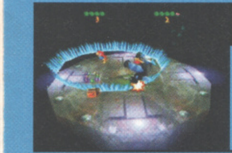
Any game that earns the five-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

74
ISS PRO EVOLUTION
A beautiful football game

Music Jam
Load new template
Change button sound
Melody mode
Record jam
Playback jam
Set BPM
GO!
GO!

90
MUSIC 2000
Make wicked tunes on your PlayStation



96
DONKEY KONG 64
Excellent monkey business

114
RALLY CHAMPIONSHIP
Awesome visual spectacle

PlayStation

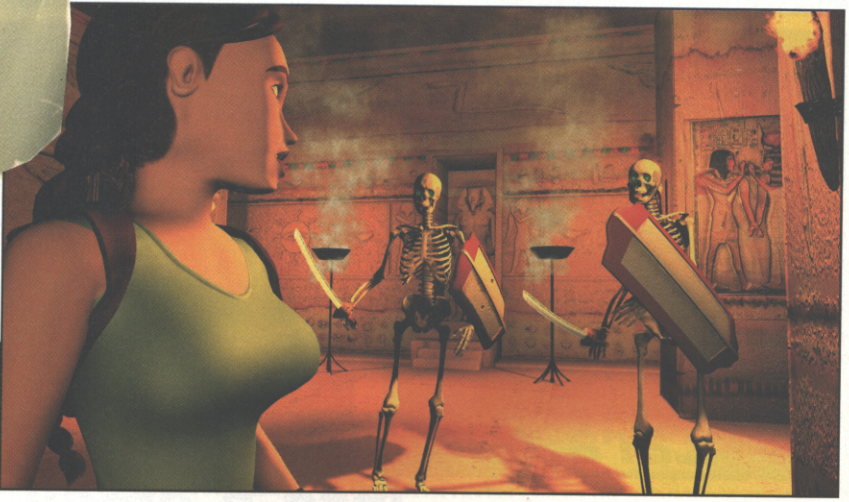
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD/ DUAL SHOCK**

Pack your pistols and journey to Egypt for Lara's latest adventure

WORDS & SCREENSHOTS: ALEX HUHTALA

TOMB RAIDER 4
THE LAST REVELATION

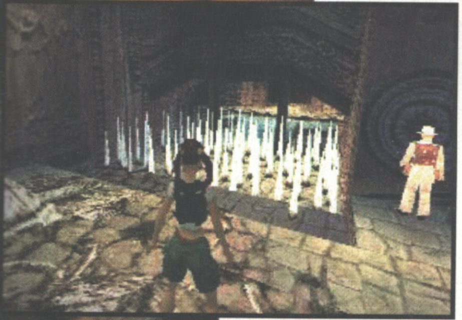
With millennium fever about to kick in, Lara plays her part in the Armageddon. Unwittingly, she has unleashed an ancient Egyptian god called Set into the modern world. This is bad news for us as he's an evil deity and brings with him an ancient curse that's set to destroy mankind. Unless, of course, our favourite heroine can save us...



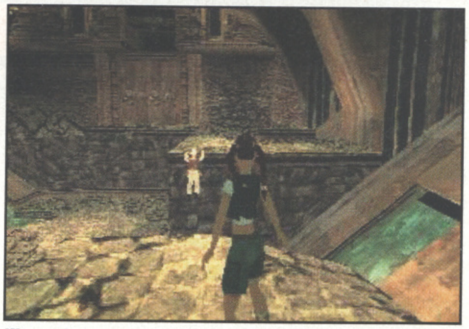
Lara keeps bad company. Skeletons are scary enemies; only a headshot or pushing them off a ledge will stop them

TEENQUEEN

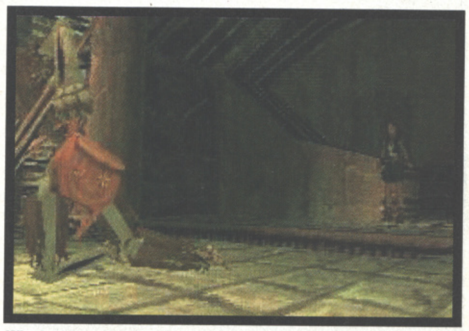
The year is 1984 and we follow a 16-year-old Lara exploring an ancient Cambodian temple with her mentor, Professor Werner Von Croy. This will help new players as Von Croy barks out how to jump small gaps and cling on to walls. Meanwhile, those who've experienced Ms Croft before will marvel at the improved graphics and discover how Lara got her famous backpack.



Young Lara must wait for Werner to read the inscription and turn off the booby-traps, otherwise it could get messy



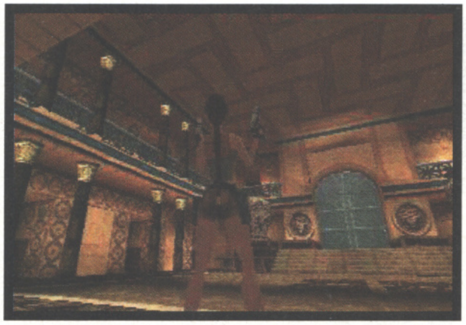
Werner demonstates the different moves available. This one's the run, jump and grab. He can jump pretty well for an old guy



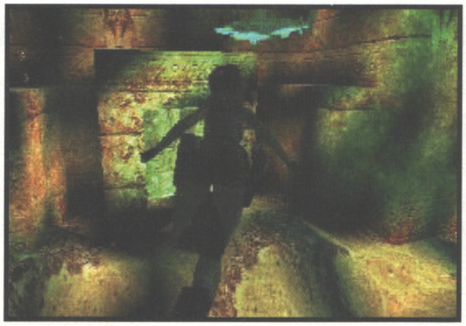
What's that in the skeleton's hand? It's Lara's famous backpack. So that's how she got it. We can all sleep safely now, can't we?

DEATH ON THE NILE

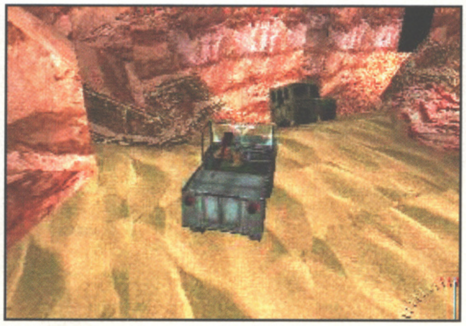
The Egyptian levels of the first *Tomb Raider* are some of the best Lara has been through and she returns to the land of the Pharaohs for the new game. There are a total of 39 levels for Lara to tackle this time, but they're not as big as in *Tomb Raider 3* and, unlike the previous games, they've been designed to create the illusion that you're playing one giant level.



This is the Great Library – very reminiscent of locations from the original game – and features plenty of puzzles and enemies



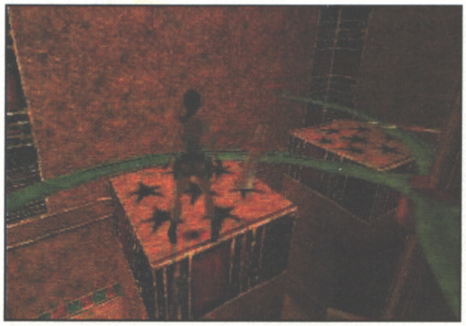
Before she finds a way into the submerged temple, Lara must get past that hungry hammerhead shark straight ahead



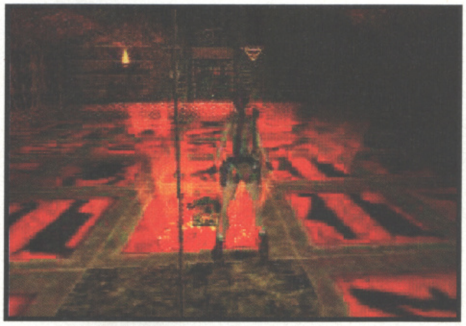
Vehicles aren't used to get from A to B. In this case you take part in a thrilling chase across the desert – but reversing is a bit of a pain

PUZZLE TROUBLE

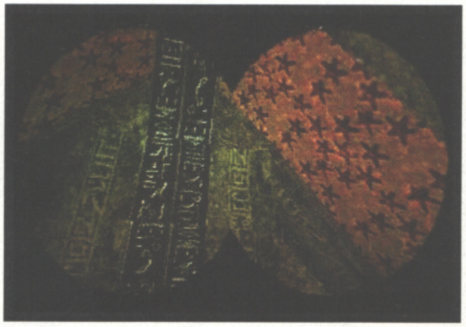
Previous adventures were dampened by the repetition of Lara searching for keys to open new areas. In *Last Revelation,* puzzles now require you to use your brain, with Lara finding artefacts that can be used like keys, locating levers and matching hieroglyphs. Also gone are those push and pull blocks – replaced by more ornate objects that serve the same purpose.



Getting across four platforms can be tough enough, but with a giant blade spinning around above them, it becomes super-difficult



Lara opens a door for her guide, who proceeds to light a pool of oil in the room below, allowing Lara to see the correct path ahead

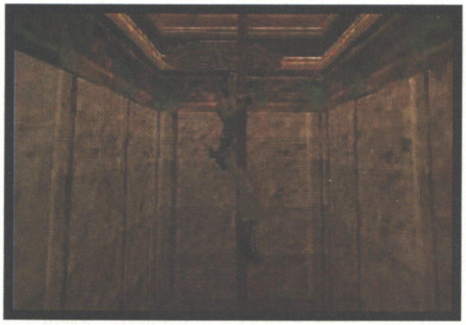


Using the binoculars, Lara can look at inscriptions and symbols high above and far away. They often contain useful clues

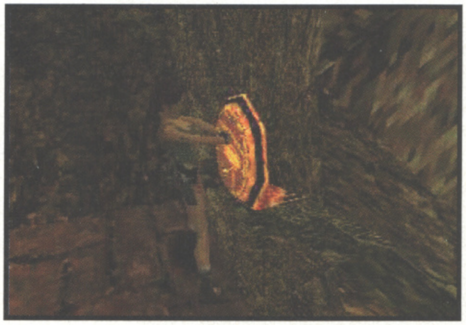
> ***"Lara can now climb a wall and crawl into a small gap"***

ROPE SWING

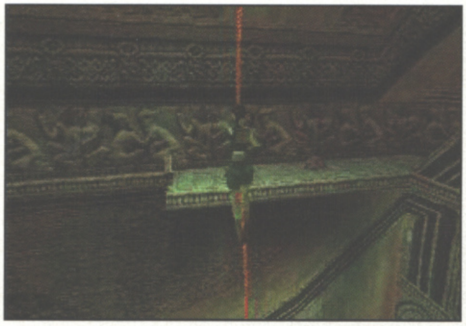
Lara has been taught a couple of new moves for the *Last Revelation.* She can now climb a wall and crawl into a small gap. She can also use a crowbar to pry open doors or objects off walls. On her travels she can also make use of some new features that are placed in levels. Lara can now climb poles leading to upper and lower levels and swing on ropes to cross gaps – if she can find them.



One of Lara's new moves includes climbing poles and sliding down them. It beats searching for stairs to other levels



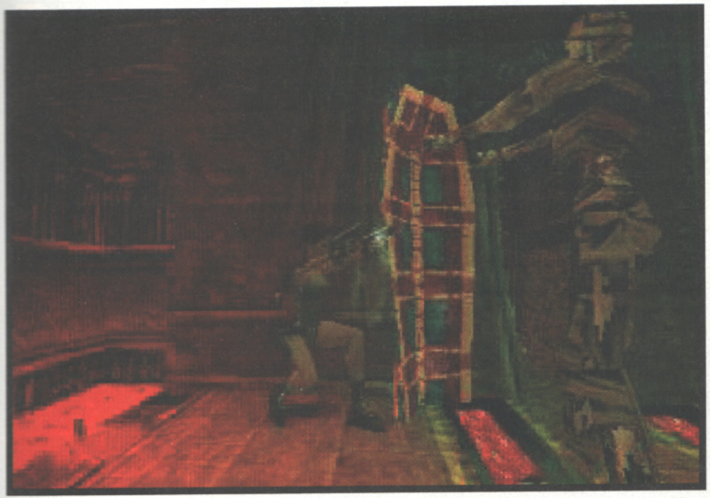
After finding two parts of an artefact, Lara places them together to make a key, allowing her into the next section



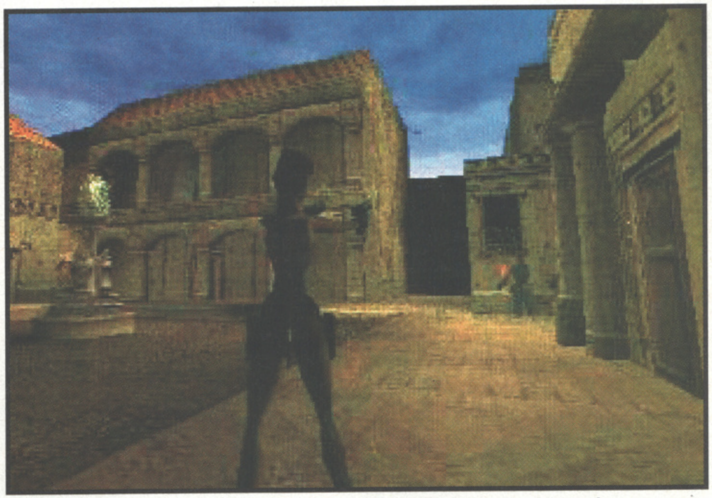
Lara finally learns how to swing on ropes, but you may need a bit of practice to get the hang of swinging, and especially dismounting

MAKE WEAPONS

Lara has got tougher with guns. She can now combine different weapons with objects like laser sights to create something much more useful. There's also a choice of auto or manual targeting. Manual takes a while to get used to, but you have the advantage of shooting the enemies posing the immediate threat. It beats waiting for auto-targeting to locate the enemy.



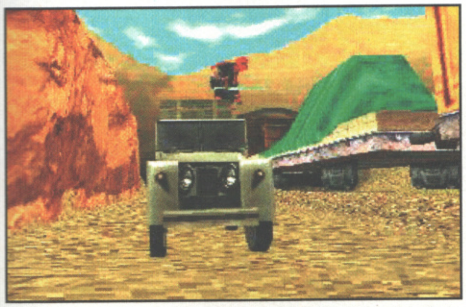
More tales from the crypt. Lara has upset an ancient mummy who's going to make her pay for disturbing his beauty sleep. Pistols won't be enough to kill the undead, though



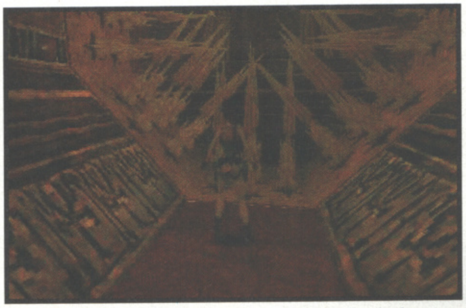
Guards are everywhere and can fire at Lara from a long range. Clever guards with swords can even deflect bullets, making them nearly invincible. All enemies will give chase if you try to run away

AWESOME ACTION

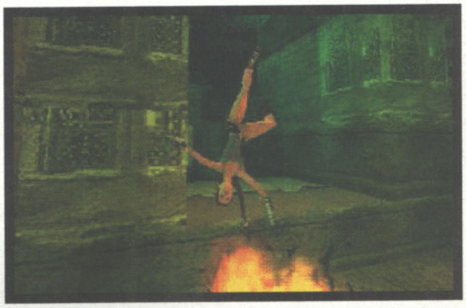
Lara has always been an exciting girl to hang around with, but this time she has really amazed us. Maybe it's the visual quality of the levels, or the way the cut-scenes and rendered footage mixes so well with the action. It's a better-looking game all round, and when you walk up to a door or wall you get none of the awful glitching that has been present before.



A thrilling level set on a fast-moving train. More guards join in the action, arriving by jeep and jumping on to the train



If you died endless deaths by being skewered on spikes in the previous games, take a look at the size of these ones. Scary



There are even land mines that Lara needs to keep an eye out for. Looks like she wasn't paying enough attention here. Oops

COMPETITION

We have ten copies of the latest instalment of *Tomb Raider* boxed and ready for you to win.

Answer this and if yours is one the correct answers pulled from the hat then a copy of this great game will be heading your way soon:

Where is luscious Lara's latest adventure set?

A/America
B/Australia
C/Egypt

Answers to our usual address

WHAT WE THOUGHT

BACK TO BASICS

The Last Revelation is a treat from start to finish, with a stronger story and refined gameplay. It offers everything you expect from *Tomb Raider* – adventure, excitement and a decent challenge.

FEET ON THE GROUND

Setting the game almost entirely in Egypt is smart. Lara looks far more at home in dark and dingy tombs than in hi-tech underground bases. The series has finally got a decent baddie too; Von Croy will have you guessing his allegiance until the very end. But the greatest addition is pace. The *Tomb Raider* games have always been a bit slow in the past. Now key events mean Lara will have to stay on her toes in some levels as she's chased through sections.

GET IT

If you've never ventured into tombs with Lara, this is the one to discover what you've been missing. Also available on PC.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Tomb Raider, *Legacy Of Kain: Soul Reaver* (PS)

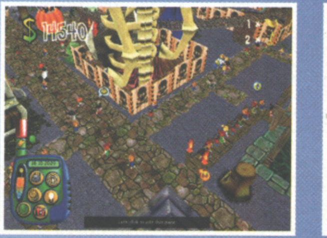
THEME PARK WORLD

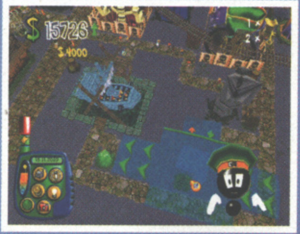
A bunch of theme parks to run... into the ground

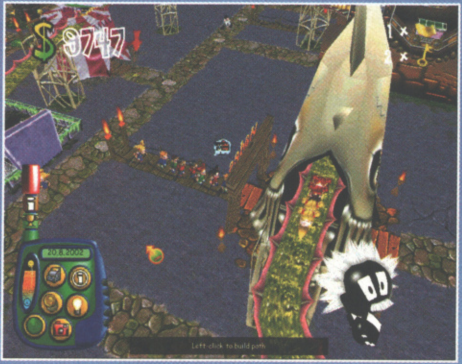
WORDS & SCREENSHOTS: PETE WALKER

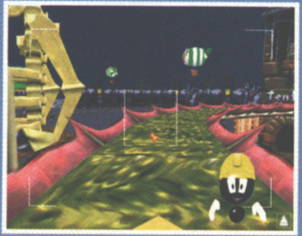
PC CD ROM

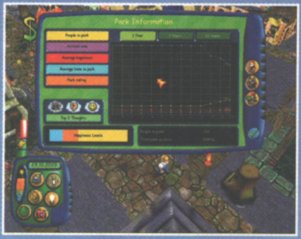
COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **MOUSE/ KEYBOARD**

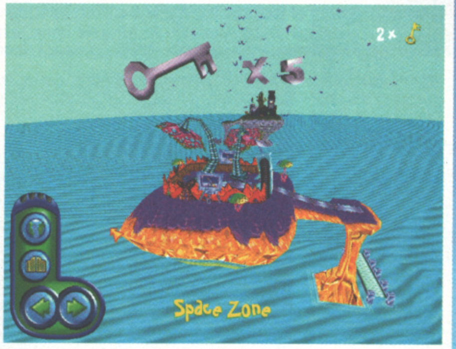

Closed for repairs. Not good


Laying rides is relatively straightforward

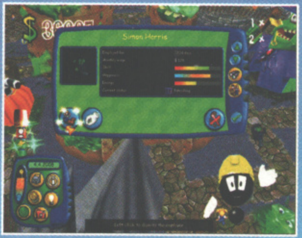

Wonder if that ride's any good...


... not bad. Cursed advisor keeps interrupting your fun, though


You need to keep a close eye on these to spot long-term problems



Wanna get to a new theme park? We'd love to know how


Sack him. You gotta be a bad boss sometimes

WHAT YOU NEED TO KNOW

If cutesy sim games are your thing then you're in for a treat with *Theme Park World*. You start with access to two 'toon islands: Lost Kingdom and Halloween World. Build and run them well enough and you'll win Golden Tickets and ultimately Golden Keys to the two other themed islands – Space Zone and Wonder Land.

INSTANT ACCESS

It's easy to dive right into *TPW*. Instant Action mode immediately puts you at the helm of a small, pre-built park. However, you'll soon realise that Full Simulation mode is where the big boys play and the handy interface lets you get your own park up and running. It's all in 3D, so you can see your glorious creation from any angle as well as close-up. You can even ride your own coasters – just don't throw up on your PC.

DON'T BE FOOLED

Scratch beneath the surface and there's a full-on simulation waiting to get out. Hire, train and fire staff, squeeze more profit from gift shops by flogging tat, or meddle with fast food contents, ride capacity and prices – it all affects the efficient running of your park. Research new rides and upgrades and you'll make your park better, which you'll need to do if you're to progress.

GETTING TRICKY WITH IT

There are some nice improvements like setting patrols for staff, and the 3D environment is a long over-due feature in a sim, while posting your parks online for others to view is a tidy idea. Occasionally, fun challenges are set which can win you money. But, here's where *TPW* starts to go wrong. Unlike Bullfrog's *Theme Hospital*, *TPW*'s much more freeform: while the overall aim is to make your parks better, you're not set goals to win Golden Tickets or Keys. It's mostly a case of suddenly winning them.

WORTH PLAYING?

TPW can become frustrating if you're wondering what you need to do to get to new parks. So, for first-time sim players, it could be ideal. But, for experienced sim heads who like a more structured game and prefer their broken rides to go up with a horrible bang rather than safely close for repairs, *TPW* will be something of a whimpering disappointment. PlayStation version to follow soon.

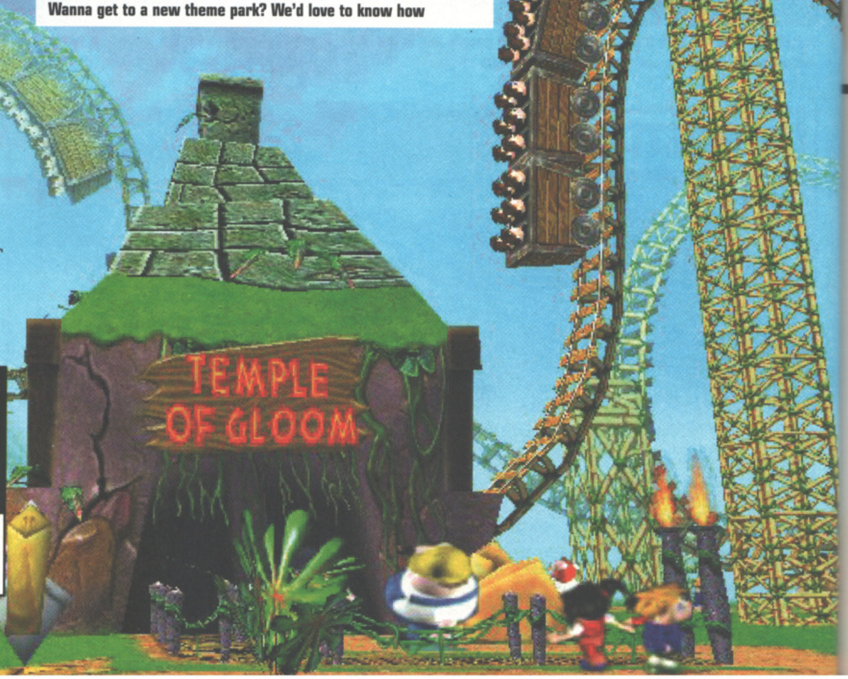
COMPETITION

We've 5 copies to be won. Just answer: Who developed *TPW?*
A/Bullfrog
B/Bull Bar
C/Bullst**
Answers to our usual address

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
RollerCoaster Tycoon, Theme Hospital



ROLLERCOASTER TYCOON: ADDED ATTRACTIONS

New rides and attractions for Tycoon fanatics

WORDS: ALEX HUHTALA **SCREENSHOTS:** VARIOUS

PC CD ROM

COST: **£14.99**

OUT: **NOW**

MULTIPLAYER: **NO**

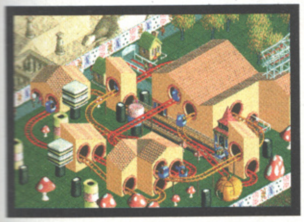
COMPATIBLE: **KEYS/ MOUSE**

WHAT YOU NEED TO KNOW

RollerCoaster Tycoon was a deserved hit of last year, offering you the chance to manage theme parks and choose the rides to pull in the punters. For players that have completed the original and are itching for more, Hasbro has released an expansion pack that allows you to design new rides and test your skills on some challenging new scenarios.

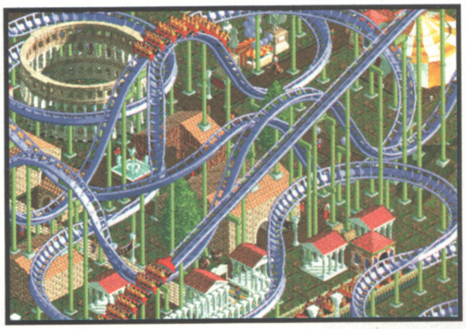
RIDE 'EM

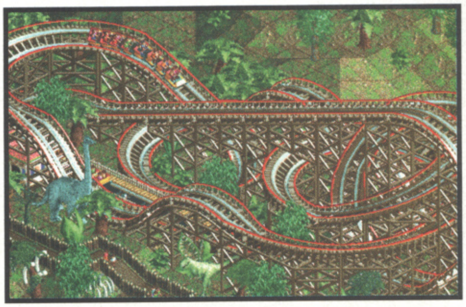
The expansion pack is no mere cash-in; it nearly doubles the size of the original game, with 30 new scenarios, new rides, shops, scenery and themes and even footpaths. Most important, though, are the new roller-coasters. Among them, the Steel Twist and a new flying 'coaster known as Stealth. Cool new scenery includes dinosaurs and among the new rides are the Gyro Drop and a strange omission from the original – a ghost train.

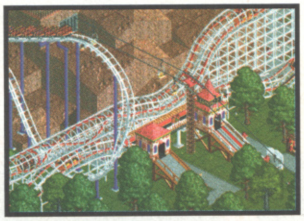


WORTH PLAYING?

It looks simple, but *RollerCoaster Tycoon* is a stunning game, allowing you complete control of the theme park of your dreams. You can spend hours designing individual rides especially the rollercoasters, then sit back and watch as they delight guests over and over again. The expansion pack offers even more to the mix, plus tougher scenarios than were found in the original. If you've got the original, you must get this. If you haven't, buy 'em both. It's a game you'll never grow tired of.







One of the new 'coasters. It looks evil

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...
Theme Park World, *Theme Hospital*

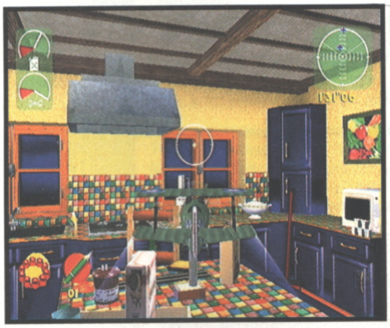
Dreamcast

COST: **£39.99**

OUT: **NOW**

MULTIPLAYER: **1-4**

COMPATIBLE: **JOYPAD/VMU/ VIBRATION PACK**



TOY COMMANDER

Toys are for life, not just for Christmas

WHAT YOU NEED TO KNOW

It's war of the toys, as the evil teddy bear Hugolin has gathered his forces of assorted plastic and is raging war against the house. You must stop him, by gathering troops of plastic soldiers and engaging in combat with the enemy using a variety of vehicles. Planes, helicopters, tanks and cars are at your disposal, as you dare to carry out tasks set by the nefarious Hugolin.

WORTH PLAYING?

Toy Commander is a lot meaner than its cute looks; it's also quite fun. There are over 50 levels and a large variety of vehicles to play with as you try to complete your tasks before the timer runs out – or Hugolin's troops stop you. Some of the tasks verge on manic hair-pulling, and the learning curve can be unforgiving. If you're looking for something different, this will be good fun.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
Micro Machines V3 (PS), *Toy Story 2* (N64, PS)

" If you can't talk to your parents about sex, talk to a complete stranger."

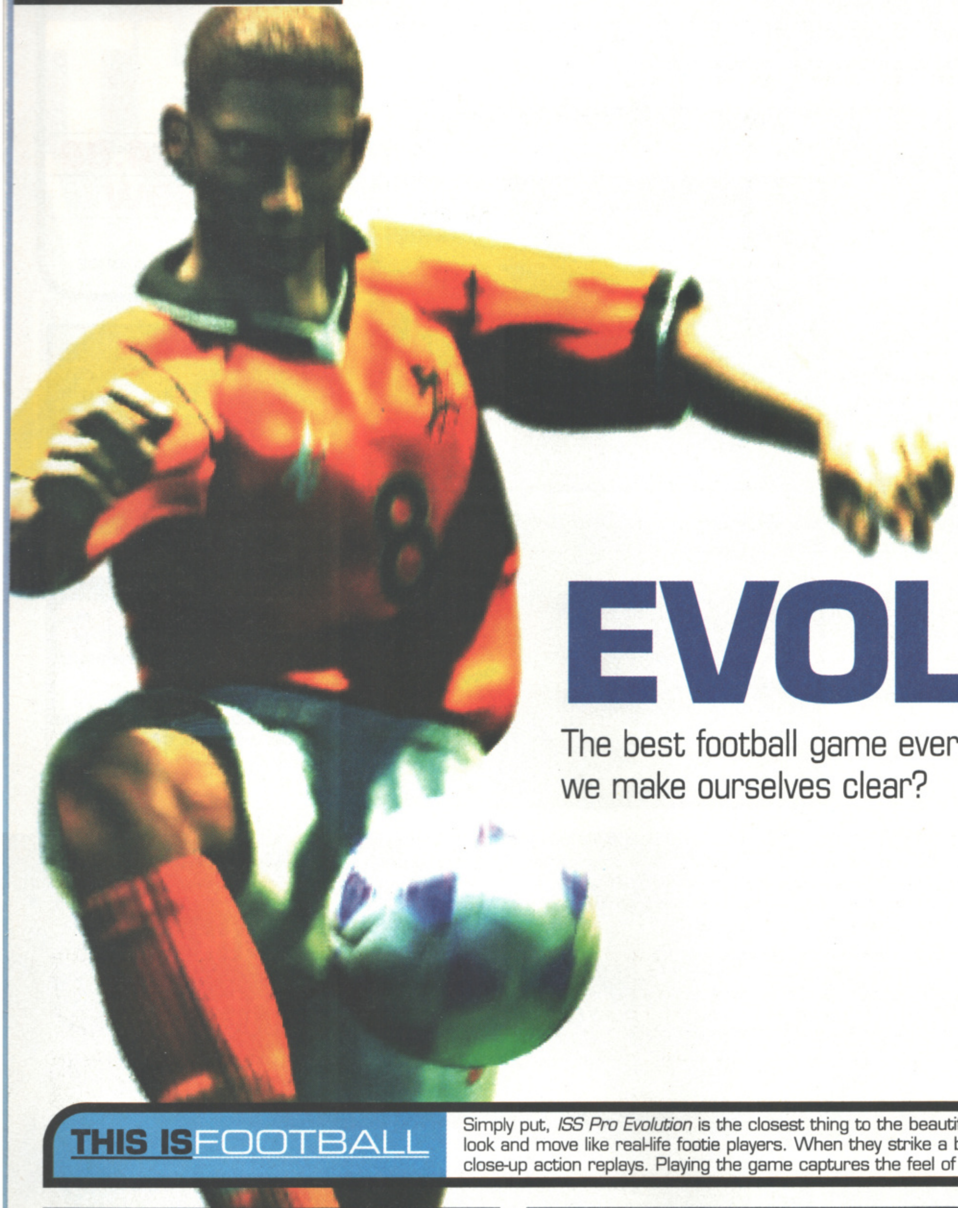
Sexwise is a confidential advice line for teenagers.

You can call any time from 7am to midnight, and talk about things like safer sex, relationships and contraception.

The call's free and it won't show up on your phone bill.

Sexwise – call

0800 28 29 30



COST: **TBC**
OUT: **FEB 2K**

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/ JOYPAD (ANALOGUE)**

WORDS & SCREENSHOTS: DEAN SCOTT

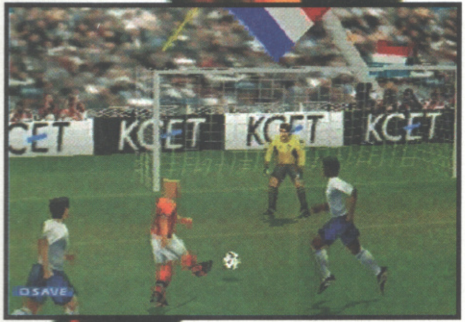
ISS PRO EVOLUTION

The best football game ever made. Do we make ourselves clear?

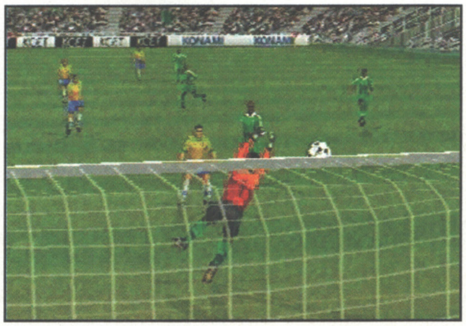
Everytime an *ISS* game is released, we tell you that it's the best football game out there and that you should buy it immediately. Except, most of you don't. Most of you buy a different football game and we sit in the office crying, contemplating our existence with a big bottle of paracetamol in one hand and a Samaritan on the end of the phone. Don't make us do it.

THIS IS FOOTBALL

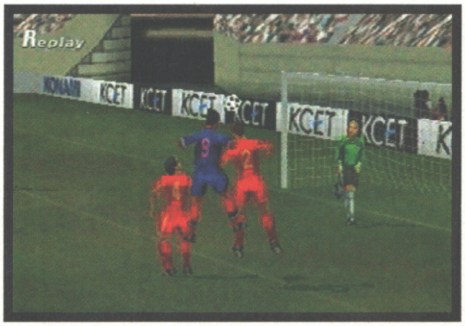
Simply put, *ISS Pro Evolution* is the closest thing to the beautiful game that you can play sitting in an armchair. The players look and move like real-life footie players. When they strike a ball it looks utterly convincing, even under the scrutiny of 100 close-up action replays. Playing the game captures the feel of football like never before.



Bergkamp tries to slot one past Seaman. Sol Campbell doesn't want that to happen



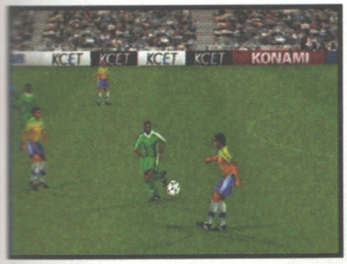
What a finish! You can save replays to memory card and gloat to your grandkids about them in later years



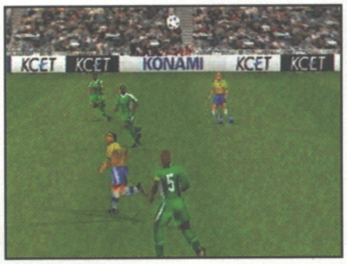
Players jostle realistically in the air for headers. Kluivert wins this one despite being sandwiched between two defenders

NEW FEATURES

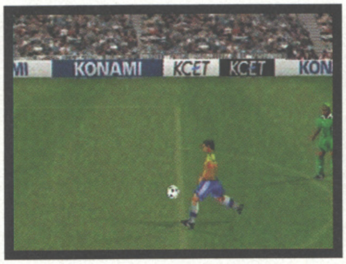
ISS is a realistic football game and tactics are central to the *ISS* experience. The newest version adds a *FIFA*-esque 'trick' button, it's all done in the best possible taste. Tapping L1 makes your players shimmy to fool a defender, rather than pull off some unlikely Pele-style action to beat him outright.



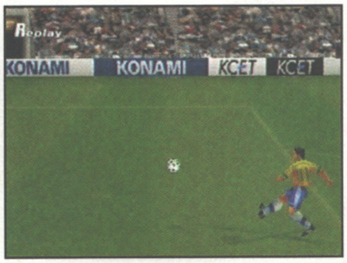
Even more exciting is the new lofted through-ball. Rather than playing through the last line of defence, you can now play over them



Holding L1 when you press the through-ball button makes it happen, and if you've got a quick striker, you can really cause problems



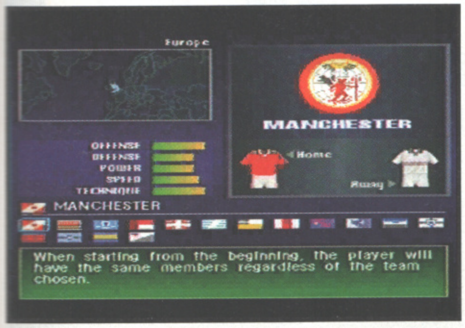
Your striker can cushion the ball down and crack it into the net. Another key combo gives you extra yards of pace when dashing to shake that last man



Evolution lets you set the team to attack or defend all-out during the game, and also allows for the in-game selection of more complex strategies

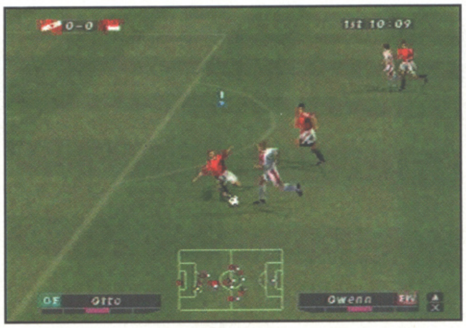
CLUB ACTION

ISS veterans may have spotted players in club strips on this page and filled their pants in sheer ecstasy. Is this the moment we've been waiting our football game-playing lives for? Not exactly. Club teams are in there but you can't use them in a versus game. They're reserved for the Master League mode, which is still a pretty worthy addition.

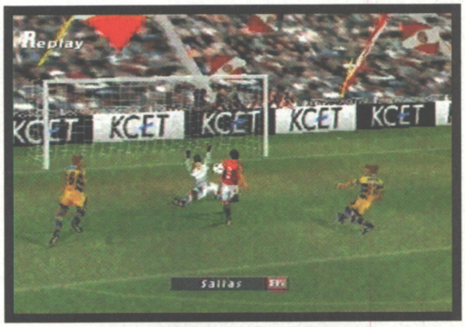


When starting from the beginning, the player will have the same members regardless of the team chosen.

Select a top world club and enter into a league with the rest of the world's finest. The problem is, whichever club you choose features the same set of average players



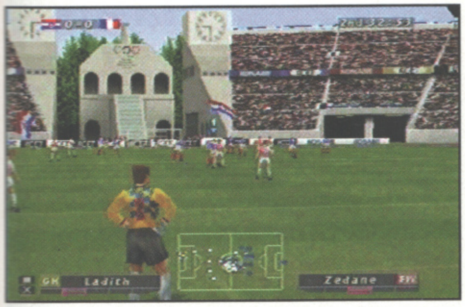
Winning games gives you points which you can use to strengthen your squad. You can pilfer players from any club or national side in the game providing you've got enough points



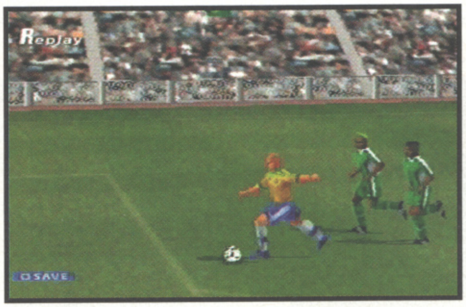
You get 15 seasons of play in this mode, by which time you should have built up an absolutely legendary team of superstars. You can also pit your master team against a friend's squad

ATTENTION TO DETAIL

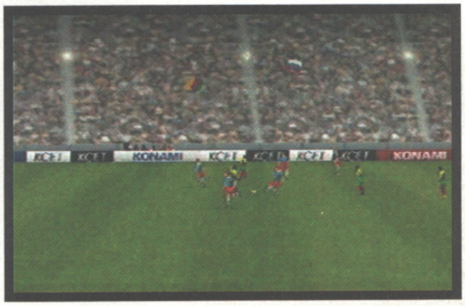
The *ISS* games always boast an array of features that may not be obvious to the casual player, but excite football fanatics. *Evolution* makes an extra effort here to make distinctive players distinct, and detail level high. Gameplay mechanics are never hindered by these touches, and *ISS* remains one of the smoothest games on the PlayStation.



The goal kicks show off the much-enhanced stadium detail. None of the stadia in the game are authentic, but they do look suspiciously like the real thing. Those Olympic rings give the game away here



Nigeria's green-haired hatchet man Taribo West is shown a clean pair of blue heels by Ronaldo – the world's most expensive bottle opener. Zidane's bald patch also features in the game



An off-side camera settles any dispute shortly after the ref blows the whistle. Shoot wide or over during the match and that'll be played back too, really rubbing in your bad finishing

WHAT WE THOUGHT

THIS IS HARDCORE

There's no argument: *ISS* is the football game of choice for the discerning gamer. Don't expect to beat anyone first time out if you're new to the series – you have to carve out every scoring opportunity for yourself in this game.

EXPECT TO LOSE

The difficulty level of this game is what will probably put most players off. Even *ISS* experts find the new version tricky to start with. Defenders seem to be mind readers on through-balls, and you need to be clever to find a way through. When you do score though, the rush is like banging one in for real in the World Cup final. No other game gives you the same buzz from scoring; it's well worth sticking with.

FINAL WHISTLE

It's slick, it's sexy and it needs time to grow on you. Casual players won't get the best out of it, but put in the hours and you'll become immersed in one of the greatest games ever made. So put down the mag and go get a copy.

computer and video
Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Getting good at real footie and playing in the Premiership

PlayStation

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-8**
COMPATIBLE: **MEMORY CARD/ JOYPAD/ DUAL SHOCK**

WHAT YOU THOUGHT

Last month we promised to let *FIFA* fans loose on the new game, so here goes:

TOM SEYMOUR, 15, Peterborough
"The gameplay is smoother than in *FIFA 99* and the graphics are a lot better. The way the players' faces move and their gestures at the ref are cool. There are loads of different goal celebrations, and a stack of management options mean you can really get into the action. It feels like a real football match. I rate this 4/5."

NEIL SAUNDERS, 15, Peterborough
"I can't stop playing it! The attention to detail is amazing, and the player data is bang up to date. I prefer games you can get into right away, and that's why I love this. It'd be the best game in the world if you could punch the referee. It's well worth owning even if you've got *FIFA 99*. Even the commentary follows the game better. I rate it 5/5".

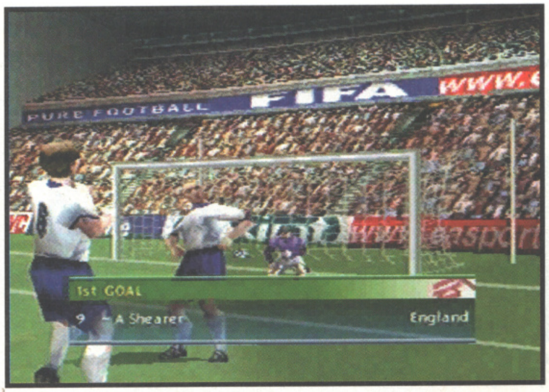
COMPETITION

Can't get enough of *FIFA 2000* tunes? Well we've got a great competition for you - a dozen copies of FIFA 2000 The Album to give away.

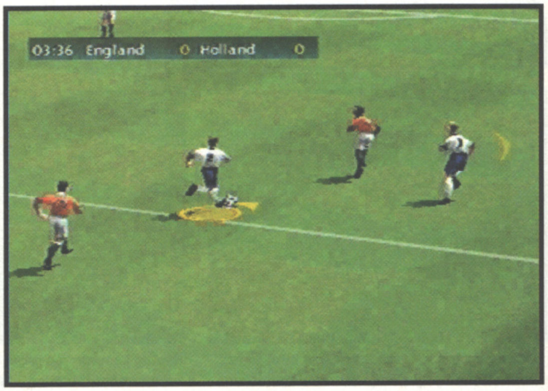
Just answer this: Which star is in the game and wrote music for it too?

A/Robbie Williams
B/Stevie Wonder
C/Gary Glitter

Answers to our usual address



The players gloat nicely after banging a goal in. Some of the outlandish celebrations were motion-captured from the strangely popular Robbie Williams



A yellow passing indicator under your player indicates that a pass in that direction might be intercepted. A green cursor is a safe pass, and red means don't do it

FIFA 2000

FIFA branding + real players = big sales

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

How many *FIFA* games is that now? We've lost count. *FIFA 2000* features updated player rosters, a new passing system, improved player collisions and a new way of taking free kicks. For the first time you can also play through a whole season with any cup competition integrated into the fixture list. The official *FIFA* licence means real player names for over 450 teams, and a Classic Matches mode lets you pit history's greatest teams against each other.

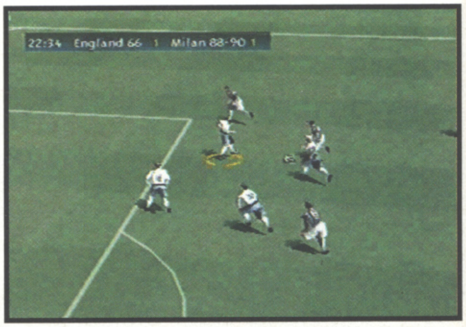
INSTANT GOALS

FIFA is the pick-up-and-play football game. With simple controls and gameplay, even a first timer is quickly among the goals. The new features add appeal for owners of *FIFA 99*, but the greatest leaps come in the gameplay, which feels much more like footie. You can still smash-in spectacular goals as easily as tap-ins, which makes for enjoyable, if slightly unrewarding, games. The graphics aren't as smooth as you might like, and some of the player animation is dodgy.

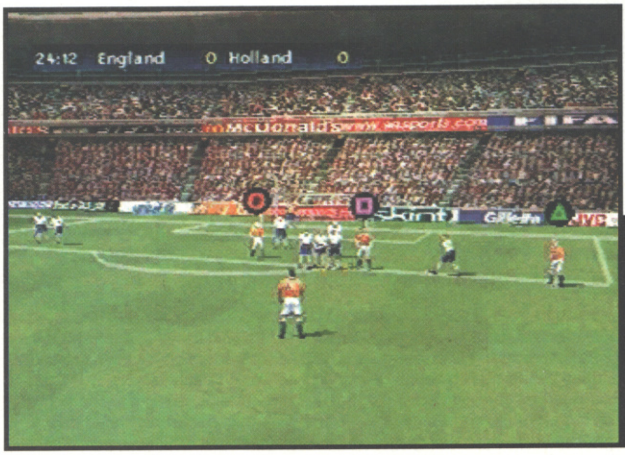
WORTH PLAYING?

FIFA isn't the best footy game on the system, but it's the easiest to get into. Despite an amazing number of gameplay options, long-term enjoyment beyond head-to-head games with friends is questionable. The Amateur difficulty setting wouldn't trouble your granny, and the tougher modes are soon cracked. It's the best *FIFA* yet, but as fans have come to expect from the series, it's more an evolution than a revolution.

15:43 England 0 Holland 0



Classic matches are played in a sepia tone for added authenticity



The new *John Madden Football*-style icons let you disguise which player you're going to pass to at a free kick, corner or goal kick. Having a directional arrow helps the opposition

computer and video Games

★★★

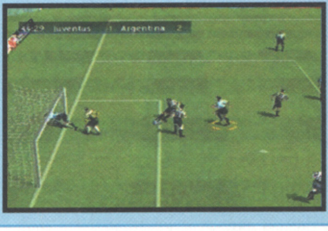
IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS) *This Is Football* (PS) *ISS Millennium* (N64)

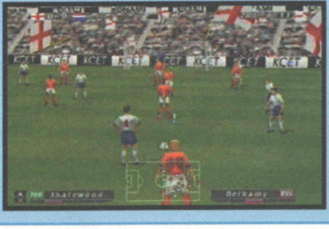
FIFA VS ISS PRO

Which footie game should you buy? And which one is most likely to send you to football heaven?

AUTHENTICITY

FIFA: Features real-life player names on a frighteningly comprehensive list of national and club teams. What you don't get is the real club names, badges, stadia or competitions. You'd need to buy a load of football games to cover all the official licences out there. *UEFA Striker* has the stadia and badges, for example.

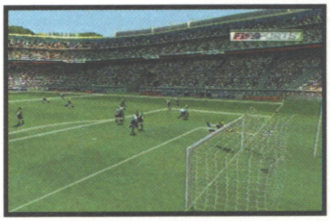


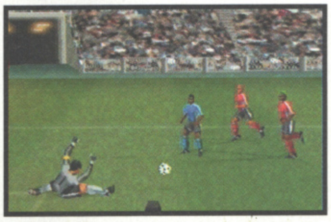


ISS: Real player names are deliberately misspelled so they sound the same when spoken by the commentator. It doesn't take much to figure out who they're referring to, and it beats the random names in previous editions. Again, there's no real stadia or competitions and club sides play only a small part in the game.

CHALLENGE

FIFA: Anyone can pick up a *FIFA* game and play it. That's the strength of the series. The controls are especially easy on the newbie, once you've got over the irritation of hammering the triangle button repeatedly to run. You could play it without the shoulder buttons, which is ideal for non-games players.

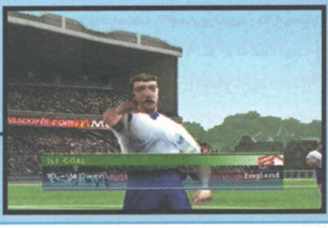


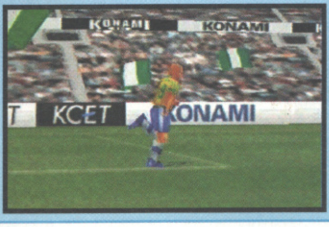


ISS: Hates first-time players. It's tricky even on Easy mode to make things happen initially and this puts people off. Stick with it and you'll discover a game of some depth. The controls are initially confusing, and you'll frequently be pressing three buttons at the same time. It allows for a much greater range of passing and shots.

LOOKS

FIFA: Players are more photo-realistic than those in *ISS*, but don't move with the same fluidity. The animation is often questionable, especially close up, and the ball isn't moved around convincingly enough by the players. The fact that players mouths now move is a new feature, but close-up the players look like John Merrick.

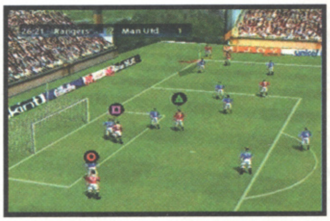


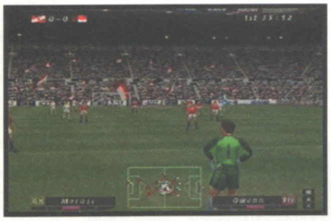


ISS: The players initially look more arcadey in style, but the way they move and kick the ball looks uncannily like the real thing. Run it side-by-side with *FIFA* and the difference in smoothness is immense. Players are also more recognisable, as you can see from Ronaldo here: blue boots, bald head, fast runner.

GAMEPLAY

FIFA: The newest version plays pretty well, but has sacrificed a real feeling of football to make every match feel like a cup final. You're able to do plenty of unrealistic runs, skills and goals. Games are usually high-scoring and you can often concede a goal through no fault of your own which can be incredibly frustrating.

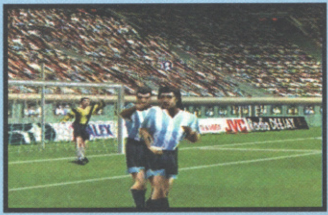


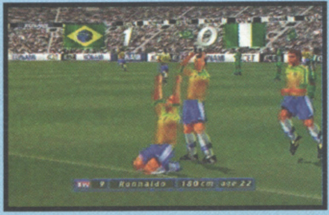


ISS: Feels just like football. You really have to work every opening on goal, or rely on a defensive lapse from your opponent. Two good players are as likely to battle out a scoreless draw than tie four-all, which is a cardinal sin to action-hungry Americans. There's an inexplicable feeling of being under pressure, too.

OVERALL

FIFA: It sells by the bucketload, and with good reason. It's accessible and perfect for the occasional kickabout. *ISS* is the better game, but *FIFA*'s greater authenticity is a big plus point. If you haven't got the time to get into *ISS*, you won't go wrong. But you will be missing out on a more satisfying and realistic football experience.



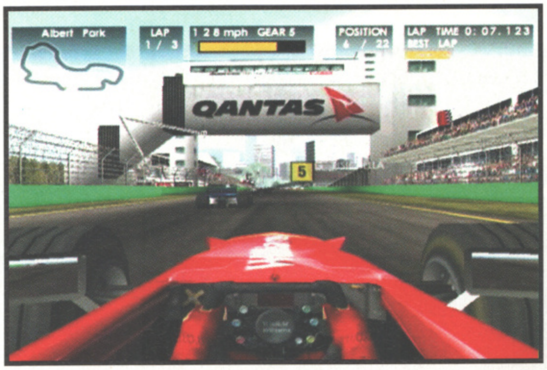


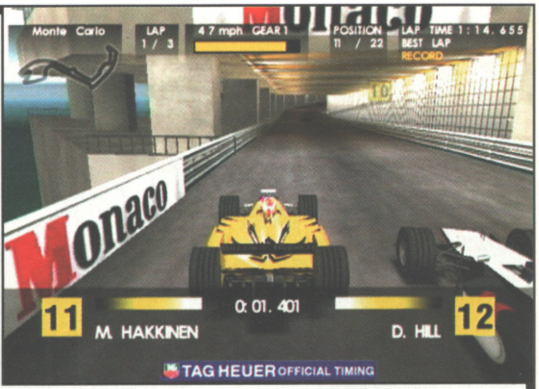
ISS: The best football game, if you're prepared to build your skills. Every goal is a thrill, and scoring the winner late-on in a closely fought game gives an immense rush. It looks and plays amazingly. If you're really into footie games, get this. Two top *ISS* players going at it is as engrossing to watch as a real football match.

Dreamcast

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ VMU/ RACING WHEEL / VIBRATION PACK**

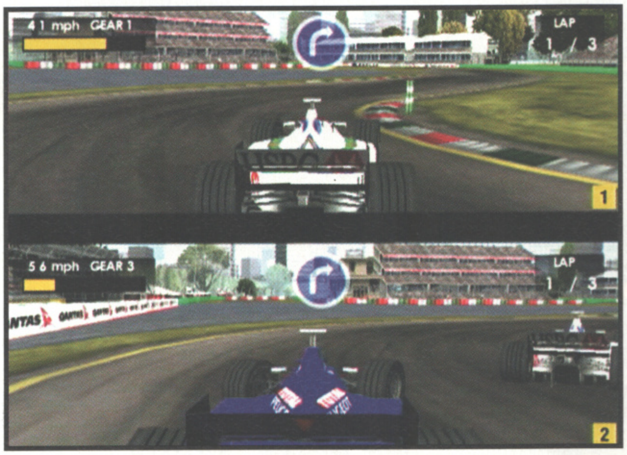

Albert Park
LAP 1 / 3
1 2 8 mph GEAR 5
POSITION 6 / 22
LAP TIME 0: 07. 123
BEST LAP
QANTAS
5

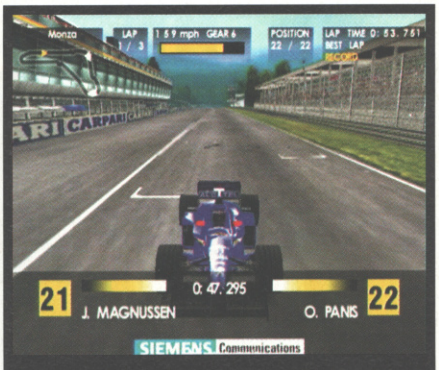

Monte Carlo
LAP 1 / 3
4 7 mph GEAR 1
POSITION 11 / 22
LAP TIME 1: 14. 655
BEST LAP
RECORD
Monaco
11
M. HAKKINEN
0: 01. 401
D. HILL
12
TAG HEUER OFFICIAL TIMING

F1 WORLD GRAND PRIX

WORDS & SCREENSHOTS: ALEX HUHTALA

Everything you could want in a F1 game except Murray Walker


4 1 mph GEAR 1
LAP 1 / 3
1
5 6 mph GEAR 3
LAP 1 / 3
2


Monza
LAP 1 / 3
1 5 9 mph GEAR 6
POSITION 22 / 22
LAP TIME 0: 53. 751
BEST LAP
RECORD
21
J. MAGNUSSEN
0: 47. 295
O. PANIS
22
SIEMENS Communications

Not much point looking behind when you're in last place

WHAT YOU NEED TO KNOW

An F1 licence isn't that exclusive these days, with endless games boasting the real drivers, courses and cars. *F1 World Grand Prix* is no different, boasting the 1998 teams and competition. If you're a fan of the sport, you'll know that this season was one of the most exciting of recent years. If you choose to race an entire season, all the major events unfold just like they did in real life. Of course, you have the power to change those events...

BABY STEPS

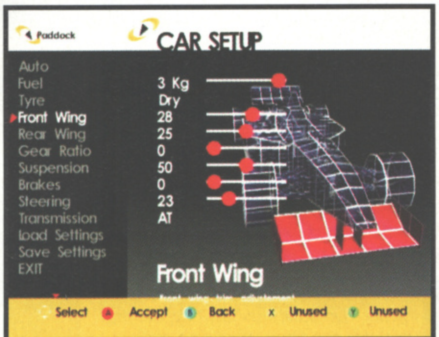
The game has been designed for every possible player – whether you're new to the sport or an expert – with options to change the level of competition, easing you into the game. The various racing modes include the option to race a friend – but sadly there are only two cars on the track.

TWITCHY

Get behind the wheel and on to a track and you'll be staggered at the level of detail on screen. The circuits and cars are all highly realistic, although sometimes the computer drivers behave strangely. The controls are simple, with the analogue shoulder buttons of the Dreamcast pad contributing to the enjoyment – although not helping when it comes to the twitchy nature of the cars. There's quite a steep learning curve before you begin to handle the cars correctly, but once you do, the game really comes alive.

WORTH PLAYING?

A great racing game that fans of the sport will really enjoy. Serious players should invest in a steering wheel because the control pad can be unresponsive at times. There's only one flaw: the computer drivers. They tend to follow the same racing line a bit too closely, making pile-ups common. Take a spin round Monaco to see what we mean.



Paddock

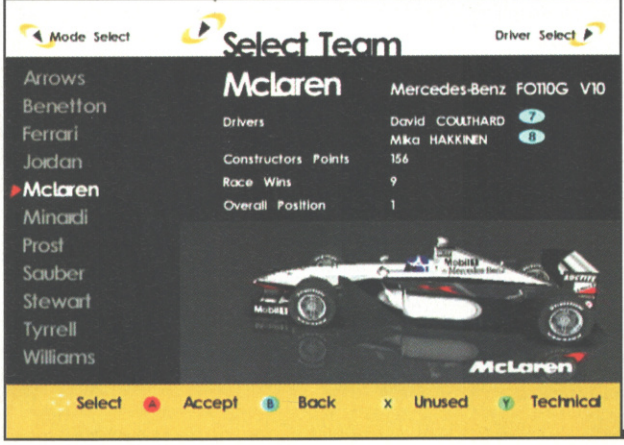
CAR SETUP

Auto
Fuel 3 Kg
Tyre Dry
Front Wing 28
Rear Wing 25
Gear Ratio 0
Suspension 50
Brakes 0
Steering 23
Transmission AT
load Settings
Save Settings
EXIT

Front Wing

Select · Accept · Back · x Unused · Unused

Change the set up and see if your performance improves



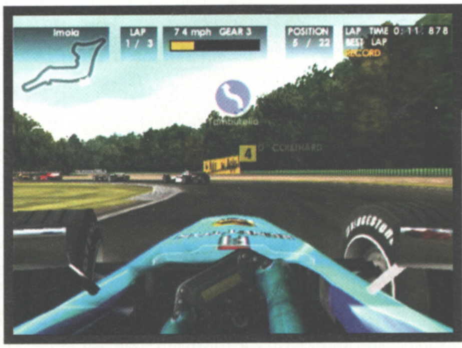
Mode Select · Select Team · Driver Select

Arrows
Benetton
Ferrari
Jordan
Mclaren
Minardi
Prost
Sauber
Stewart
Tyrrell
Williams

Mclaren · Mercedes-Benz FO110G V10

Drivers: David COULTHARD 7
Mika HAKKINEN 8
Constructors Points: 156
Race Wins: 9
Overall Position: 1

Select · Accept · Back · x Unused · Technical


Imola
LAP 1 / 3
7 4 mph GEAR 3
POSITION 5 / 22
LAP TIME 0: 11. 878
BEST LAP
RECORD
4

This is the most dynamic view to play the game, but tough to see the bends

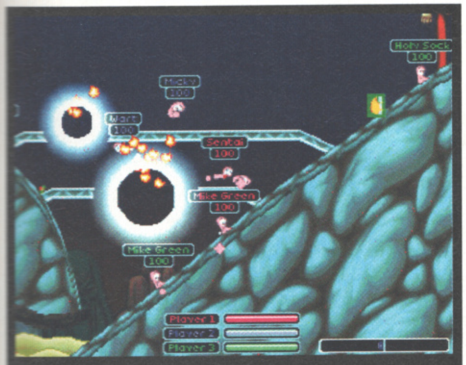
computer and video games

★★★★

IF YOU LIKE THIS TRY THESE...
F1 World Grand Prix (N64), *F1 '99* (PS)

WORMS ARMAGEDDON

WORDS & SCREENSHOTS: ALEX HUHTALA



An exploding sheep is dispatched towards the enemy – kaboom!

WHAT YOU NEED TO KNOW

Worms don't like each other, or at least they don't in *Worms Armageddon*. A team of four is at your command with a vast selection of weapons to battle rival teams. Victory is yours if a member of your team is the last standing.

WRIGGLE IT

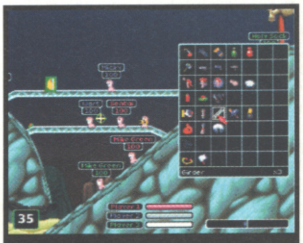
Each worm has 100 health points; if it reaches zero, he's dead and buried. Reducing health of enemy worms is simple – hit them with everything you've got. Choose a weapon from a long list that ranges from a simple bazooka to exploding sheep and grannies, then select your target and fire. Each worm takes its turn, until there's a winner.

WORTH PLAYING?

Yes. *Worms Armageddon* is one of the best multiplayer games around, plus you only need one pad for everyone to join in. Just ignore the simple graphics, get this game and you're guaranteed hours of totally 'armless fun.

COST: £29.99
OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **DUAL SHOCK PAD/MEMORY CARD/JOYPAD**



There's a large selection of weapons to use

Even an extended single finger is deadly

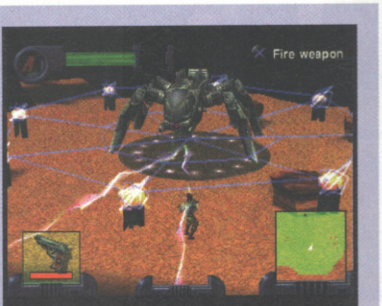
A skunk leaves its mark on the enemy

Deeto
100
Fabio
100
Fonz
100
Lord
100
Trevor Pack
100
Mike Green
100
Player 1
Player 2
Player 4
Player 3
27

computer and video games
★★★★

COST: £29.99
OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **DUAL SHOCK PAD/MEMORY CARD/JOYPAD**



A giant spider. If you're aged five, be very scared

ACTION MAN

WHAT YOU NEED TO KNOW

The ultimate boy toy has made the small leap from the toy shelves and into the games racks. The result is an action adventure that features AM in a variety of game styles.

EAGLE EYES

The game starts with AM driving his car and protecting the streets from bad guys in a cut-down version of *Grand Theft Auto*. After this we're whisked away to some on-foot action, as AM infiltrates an enemy base and kills some nasty plants – which bears a slight resemblance to *Metal Gear Solid*. The action then switches between these styles during the rest of the game, with AM changing his clothes and vehicles at every available opportunity.

WORTH PLAYING?

Action Man is clearly made for the younger audience but is still a good game that's easy to follow and features plenty of variety. Barbie, the gauntlet has been thrown down.

computer and video games
★★★

XENA

TALISMAN OF FATE

WHAT YOU NEED TO KNOW

A four-player beat 'em-up where you pick your favourite characters from the TV show and hammer the joypad buttons to unleash wicked spells and perform tasty combo attacks.

CHANNEL 5

The range of characters includes the scantily-clad Xena herself, plus Gabrielle, Autolycus and Caesar the Roman. The controls are easy to use with strong and weak attacks, plus a targeting system, useful for four-player fights.

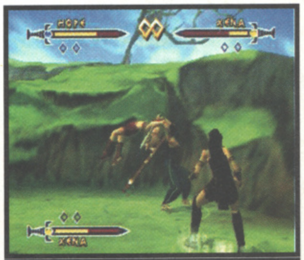
WORTH PLAYING?

The story mode isn't worth bothering with. The game really comes alive in four-player battles, where Xena proves to be a fun multiplayer fighter.

NINTENDO64

COST: £44.99
OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/RUMBLE PACK/MEMORY CARD**



Hooray – cat fight. Pull her hair, you minx

AUTOLYCUS
CALLISTO
99 7 26

computer and video games
★★★★

PlayStation

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/ MEMORY CARD/ MULTITAP**

WU-TANG

Wu-Tang Clan comin' atcha

TASTE THE PAIN

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

The Wu-Tang Clan rejuvenated a stagnant rap scene in the early 90s. Sadly for them, the fighting game genre is in need of no such reinvention, and next to *Soul Calibur* this offering doesn't really cut it.

FOUR PLAY

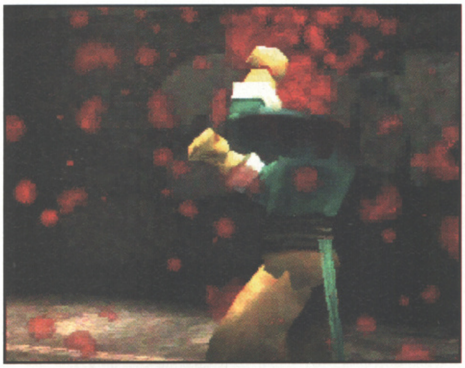
The four-player simultaneous mode is fun, but only in short periods. Each Wu-Tang rapper is represented with a long list of special moves and combos. Hammering the buttons randomly is enough to win most fights, though.

WHAT'S THE STORY

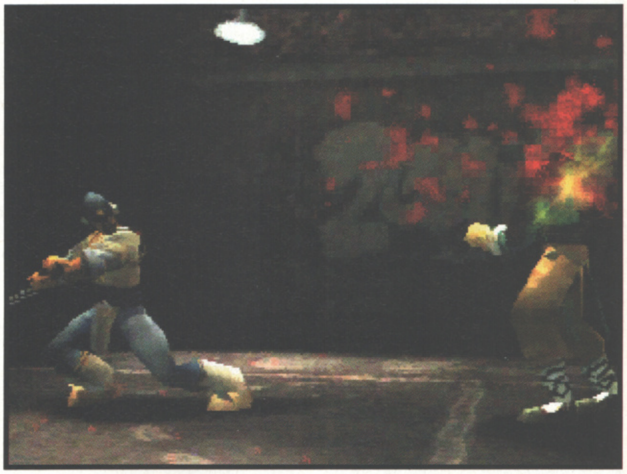
The one-player mode has a story where your character moves along, rucking with groups of baddies. A host of grisly death moves do little to lift interest.

WORTH PLAYING?

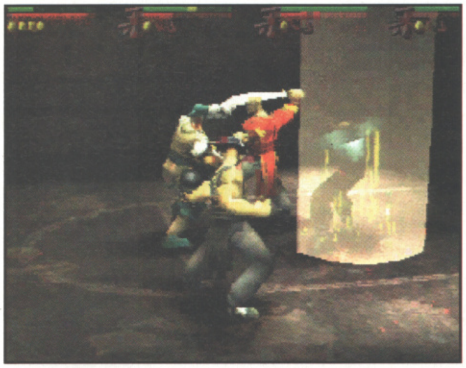
It's worth hearing, with three exclusive tracks featured. The one-player mode is dull, but multiplayer is fun.



This man went out to by some bread and got his head ripped off



I am the Rza. I'm going to beat you to death



The four-player mode is good fun with a bunch of mates

Ghostface Killah makes a dramatic entrance

computer and video Games

★★

IF YOU LIKE THIS TRY THESE...
Soul Calibur (DC), *Tekken 3* (PS), *Street Fighter Zero 3* (DC)

NINTENDO64

COST: £39.99
OUT: NOW

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ MEMORY PAK/ RUMBLE PAK**

ROCKET: ROBOT ON WHEELS

Repair a decimated theme park. In a fun way

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

Rocket is a themepark maintenance droid on a mission. Whoopie World has been sabotaged the night before its grand opening by jealous co-mascot Jojo, and you must help our motorised chum get it up and running again.

SMACK MY BRAIN UP

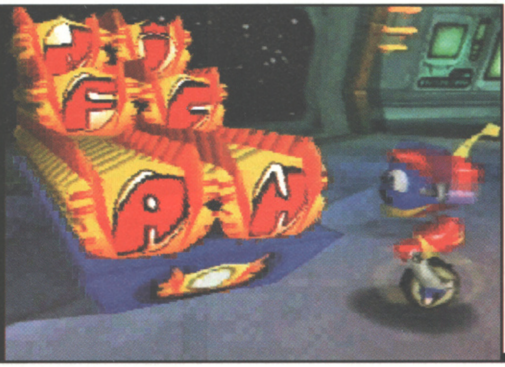
The bulk of the action in *Rocket* is puzzle-oriented and to earn the tickets that allow you to progress you'll need to use your mind. Graphics are fantastic.

ABLE DROID

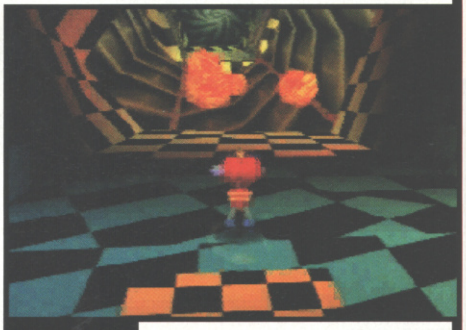
The puzzles range from painting statues, to building a rollercoaster. The main character looks like a cross between Marvin the Martian and a unicycle, and makes up for a lack of charisma with an ever-expanding range of abilities. All the objects in the game world move extremely realistically, thanks to its accomplished physics engine.

WORTH PLAYING?

If you're tired of conventional N64 platformers, *Rocket* is well worth a look. A gem of a game that will tax your brain and tickle your eyes.



Introducing Rocket, the game's hero. This pile of Whoopie World tokens will soon get scattered all over the game, and you'll have to retrieve them. Games designers are so clever...



The rotating tunnels might bring on motion sickness. If you chunder in your room, Rocket won't come and clean it up. He's not real

computer and video Games

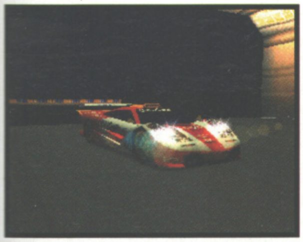
★★★★

IF YOU LIKE THIS TRY THESE...
Super Mario 64 (N64) *Rayman 2* (N64)

LE MANS 24 HOURS

Can you survive racing's most gruelling event?

WORDS & SCREENSHOTS: DEAN SCOTT



The headlight effect looks pretty convincing

WHAT YOU NEED TO KNOW

It's the videogame version of the most gruelling and prestigious event on the motorsports calendar – the Le Mans 24 Hour race. This game gives you the option to race the event in its entirety, but lets face it – you'd probably die if you tried.

DEVILISH DETAIL

Fans will no doubt get a buzz out of the detail here. There are 24 real-life teams represented, including Marcos, Chrysler and Lister. You start in the GT2 class with souped-up production cars, before moving on to the more powerful GT1 and Prototype classes. All the cars are modelled superbly, and the graphics throughout are excellent. The sound effects are pleasingly raucous, and even feature realistic backfires. It all adds to the excitement.

CAN'T HANDLE IT

What the game doesn't do very well is handle. Even in Arcade modes the cars feel a little stiff and cumbersome. This may be true to the handling of real Le Mans cars, but it doesn't make for fun gaming. The feeling of speed doesn't come across that well, either.

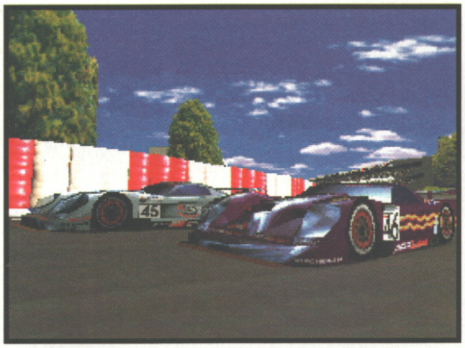
WORTH PLAYING?

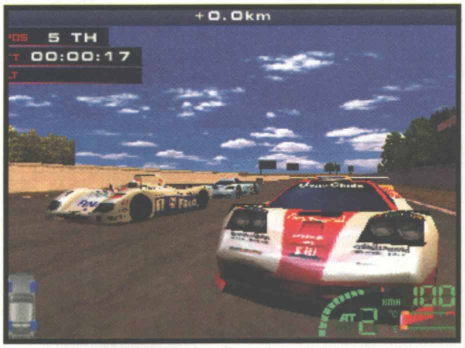
It falls short of *Gran Turismo*, despite sharing that title's realistic tuning options. Tactics feature in this game more than any other racer as you strive to finish the race without thrashing the car too much. It's one for hardcore Le Mans junkies, despite the obligatory two-player head-to-head mode.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Gran Turismo (PS) *F1 '99* (PS)

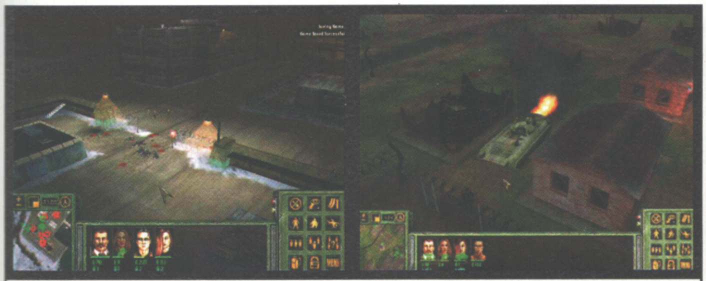




You can't play the game from this view. That would be demented

COST: £39.99
OUT: NOW
MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/ DUAL SHOCK/ MEMORY CARD

WRONG WAY
4 TH
00:00:28
00:05:76



SHADOW COMPANY

Take a good long look – then blow it up

FORMAT: PC
PRICE: £34.99
OUT: NOW
MULTIPLAYER: 1-8
COMPATIBLE: KEYBOARD/ MOUSE

WHAT YOU NEED TO KNOW

It's a 3D, real-time strategy game where you control a gang of ruthless mercenaries over nine missions. With lots of lovely weapons to play with, your chaps get harder over time. They need to, cos so do the missions as you progress further.

A CHIN SCRATCHER

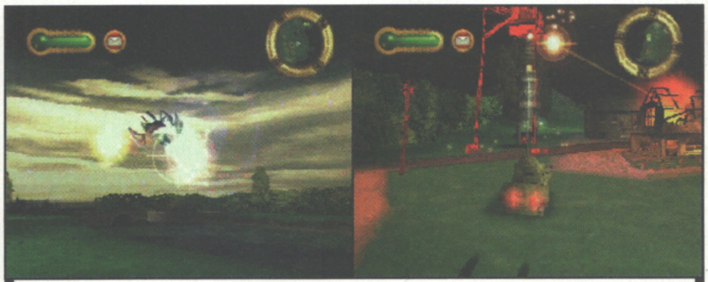
You get a run-down on targets before missions, which range from destroying buildings and assassinations to slay 'em-all raids. Absolutely everything can be blown up or destroyed. Hurrah. You can also plan nasty ambushes, slitting guard's throats, or hi-jack a tank and go hunting, Arnie-style.

WORTH PLAYING?

The interface is a bit clunky and the enemy soldiers' AI is sometimes a let-down. For all that, *Shadow Company* manages to keep you involved and rewards the patient player.

computer and video Games

★★★



WAR OF THE WORLDS

Alien invasion... not

FORMAT: PLAYSTATION
PRICE: £34.99
OUT: NOW
MULTIPLAYER: NO
COMPATIBLE: JOYPAD/DUAL SHOCK

WHAT YOU NEED TO KNOW

The aliens are invading, and you've got to stop them torching mankind with their fancy heat rays. The action is set in an alternative 1898, so while the primitive weaponry isn't as destructive as you'd like it to be, it does the job.

DRIVE-BY SHOOTING

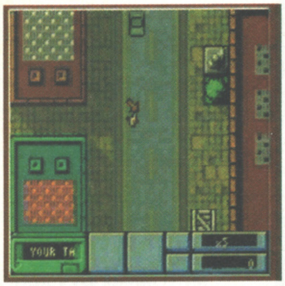
The bulk of the action sees you piloting various vehicles to take the fight to the Martian menace, including tanks submarines and planes. You can also pick them off in a static first-person shooter mode.

WORTH PLAYING?

The graphics are jerky and the game overly difficult. Neither game mode is carried off particularly well, although destroying those Tripods is fun. Fans of the dodgy concept album will love the soundtrack, but everyone else is best advised to look elsewhere.

computer and video Games

★★



GRAND THEFT AUTO

COST: £24.99
OUT: NOW

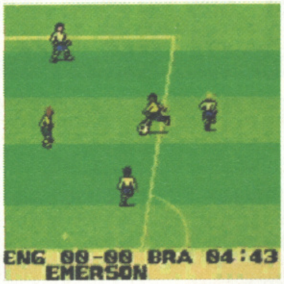
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
GTA hits the small screen, encouraging impressionable handheld gamers to steal, kill and generally be naughty.

COURIER CRISIS
The Game Boy version is unmistakably *GTA*, but something more than graphical detail has been lost in the transition. Too often you feel more like a courier than a criminal in this version, as the feeling of breaking the law isn't strong enough.

WORTH PLAYING?
What few cars there are handle strangely, and you'll struggle to find pedestrians to mow down. However, fans will enjoy being a portable pest, and GTA virgins will be more forgiving of its flaws.

computer and video GAMES ★★★



RONALDO V-FOOTBALL

COST: £19.99
OUT: NOW

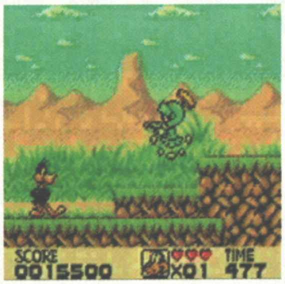
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
The world's ugliest footballer has put his name to a cracking Game Boy kickabout. Now you too can exert commercial pressure to have Ronaldo play in the World Cup Final despite him having had a seizure the night before.

FANTASY FOOTBALL
There's tacks of international and club sides to play using real player names. The players have a range of different kicks, and you can even add curl to their shots.

WORTH PLAYING?
Fans of early 90s football coin-ops should check this out now for that arcade-style experience. The ability to play cups, practice and change tactics rounds off a great package.

computer and video GAMES ★★★★



LOONEY TUNES

COST: £19.99
OUT: NOW

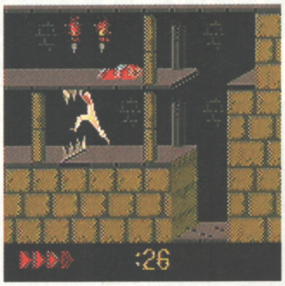
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
The Warner Brothers cartoon roster get together in one fun cartoon. You can play as Daffy Duck, Bugs Bunny, Tweety and Taz, among others, in a platforming feast.

SPICE OF LIFE
A variety of game styles make Looney Tunes an interesting title. You can be controlling Daffy Duck in standard platfomer mode one minute, and piloting a plane with Porky Pig the next. The sequence where you play as Tweetie being chased by Sylvester is cool.

WORTH PLAYING?
It's not as slick as a *Mario* game, but a familiar cast and a reasonable difficulty level should endear it to even the most cynical gamer.

computer and video GAMES ★★★★



PRINCE OF PERSIA

COST: £24.99
OUT: NOW

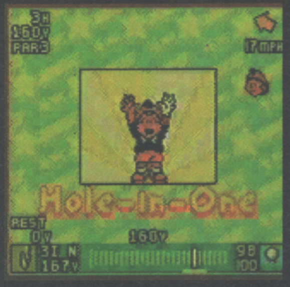
MULTIPLAYER: **NO**

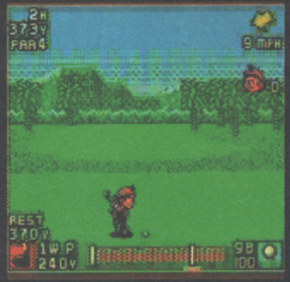
WHAT YOU NEED TO KNOW
At last a conversion of an old game that we approve of. Your prince has been locked in a dungeon and has to find his way out and save the princess in some classic platforming action.

CONTROL YOURSELF
Once you get used to the slightly clunky controls, you find yourself hooked. The game is extremely tough and one careless move will see you impaled on spikes or falling to your death.

WORTH PLAYING?
Prince Of Persia will deter many with its initially odd controls, but persevere. There's a lack of character response when sword fighting, but it's a faithful conversion of a great game.

computer and video GAMES ★★★





MARIO GOLF

COST: £24.99
OUT: NOW

MULTIPLAYER: **2 LINK-UP**

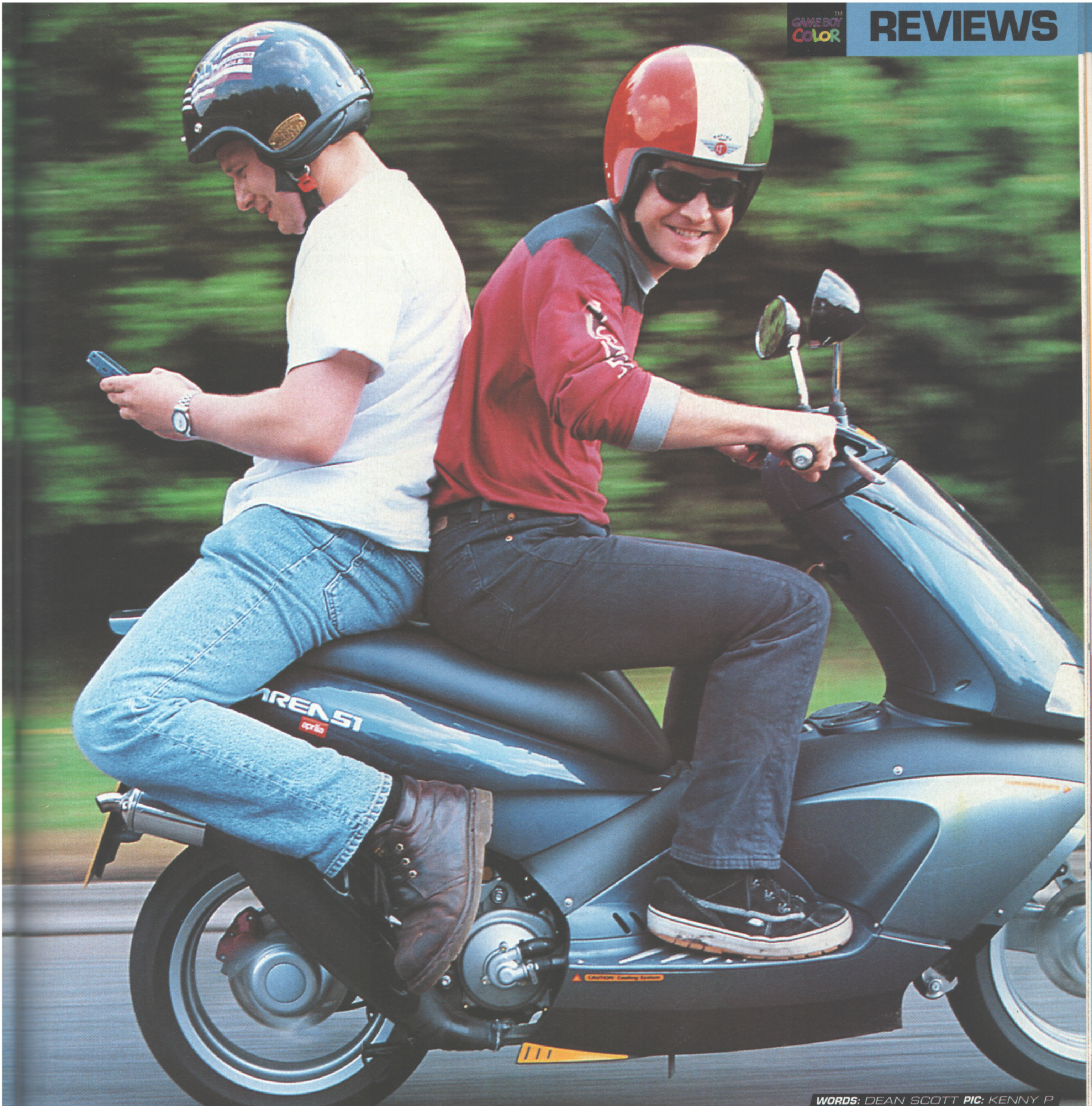
WHAT YOU NEED TO KNOW
Only Nintendo could take a dull sport, add a host of roleplaying game-style features and come up with one of the best Game Boy games ever. You start as a promising youngster and build your skills by winning matches – allowing you to boost your golfing attributes.

GOLF ROLEPLAYING GAME
The roleplaying game elements don't end there. Your golfer wanders around the clubhouse *Zelda*-style and talks to the other players there. They'll give you hints to make you a better golfer, and will even help you win experience points by engaging you in one-off challenges.

PITCH AND PUTT
The golfing aspect of the game has been done brilliantly, and boasts a surprising degree of depth. You put spin on the ball where needed, add fade or draw and just about do anything you can in one of those shiny PC golf games. The big difference is, this game is awesomely good fun.

WORTH PLAYING?
With four courses and ten different characters to beat, *Mario Golf* is a big game. Amazingly, it will save your best shots for you to view again and again, and is even fun enough to suck in golf-haters for hours at a time. It's an absolute masterpiece and you should move heaven and earth to get your hands on a copy.

computer and video GAMES ★★★★★


AREA 51
aprilia

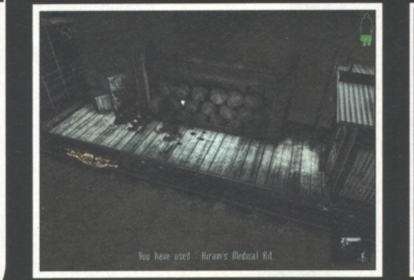
WORDS: DEAN SCOTT **PIC:** KENNY P

BACKSEAT BOY

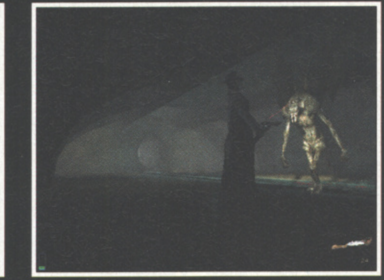
Wherever you go, whenever you want. The fun never stops

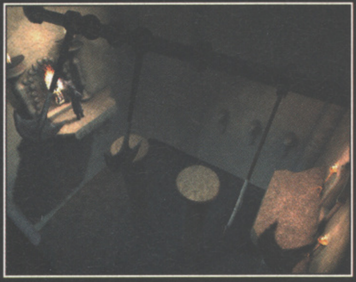
PC CD ROM

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **KEYBOARD/ MOUSE**


You have used : Hiram's Medical Kit.

That train's moving. Fall off and you're dead

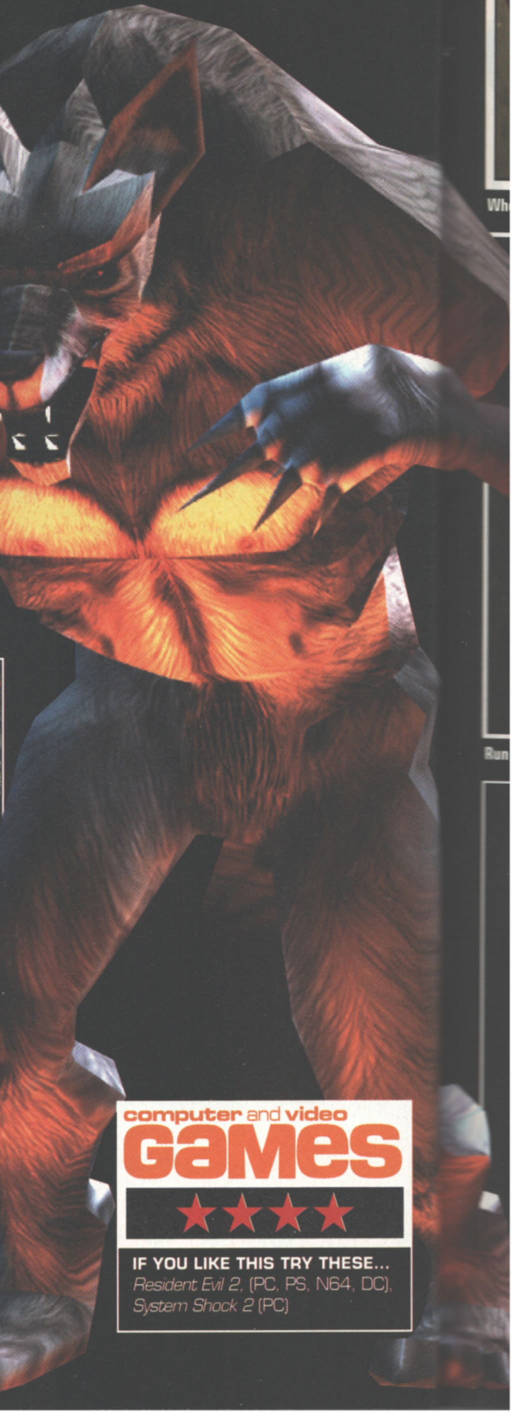

You're The Stranger. Weird, considering their looks


Use the right weapon with monsters for quick kills

NOCTURNE

Puts the 'scared' into 'scarred for life'. Oh the horror, the horror...

WORDS AND SCREENSHOTS: PETER WALKER



WHAT YOU NEED TO KNOW

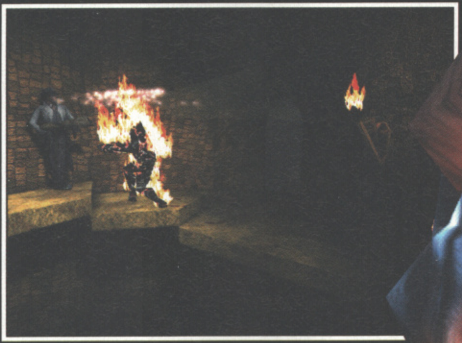
Pull on your trenchcoat and sharpen your stakes for a nightmare ride into the gore-filled depths of one of the PC's darkest and finest ever horror adventures. Four ghoulish zombie, werewolf and vampire-packed episodes of puzzle-solving, trap-dodging, flame-thrower toasting, pant-filled carnage take you from creepy German castles to undead mafia-filled 1930s Chicago. And there's even a pretty engaging plot, too.

BLOODY HELL

With more gore than an abattoir, third-person adventure *Nocturne* ain't for the faint-hearted. Bodies explode across rooms, limbs are sliced off, shotguns literally rip torsos in half, and floors end up awash with gruesome fly-blown gibs. You even lob severed body parts at enemies. Is battering a scantily-clad zombie whore with a spade sick enough for you?

LOOKS LIKE THE MOVIES

The visuals are stunning – though you'll need a hefty PC to get the best of all the awesome effects like real-time lighting, shadows and fog. Camera angles and perspective constantly switch, adding dramatic effect, while the 40-odd different creatures look and move amazingly. Detail is superb, from your own bloody footprints to distorted reflections in broken mirrors.


Great balls of fire! When they get this close, it's time to get worried... very worried

FEELS LIKE THE MOVIES

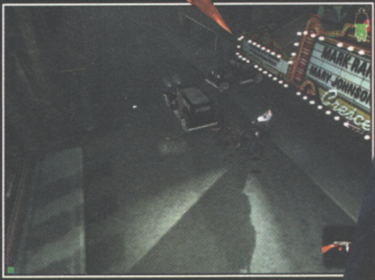
Nocturne more than doffs its cap at old black and white horror and gangster flicks. The feel of the game is like playing out a movie, from creepy scenery and sudden scares to creatures coming at you when your back's turned. Dramatic music flares when monstrosities flit across doorways to rooms you've just cleared, and foul entities drop silently from the ceiling behind you – Alien-style – as you fumble around under the glare of your torch.

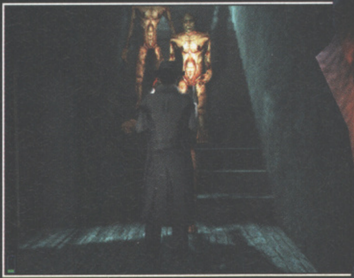
WELL THOUGHT-OUT

Levels aren't linear, so while trying to solve the relatively simple puzzles you'll find areas you've cleared infested again later. There's excellent aural and visual clues like ghouls casting shadows when passing lights in neighbouring rooms. The AI is pretty smart – wounded ghouls may run away, and there are sidekicks to work with and a good selection of weapons, gadgets, traps and death-defying jumps to master.

WORTH PLAYING?

One of *Nocturne*'s greatest strengths is also its most irritating weakness. Switching camera angles while moving between areas looks great but can disorientate at crucial moments. This is made all the worse by fiddly controls. That said, *Nocturne*'s a genuinely engrossing, scary and sick game – a must-buy for horror heads looking for sleepless nights.

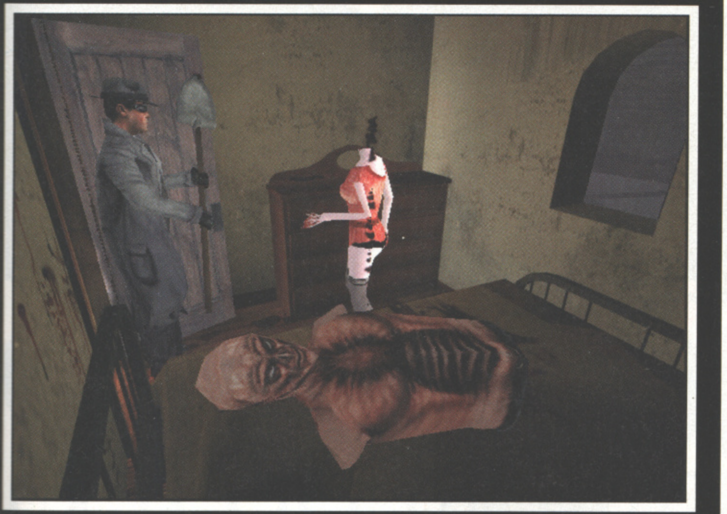

Like the movies and even at the movies. Check out the tommy gun


Big scares, like the one we had here, really get your juices flowing

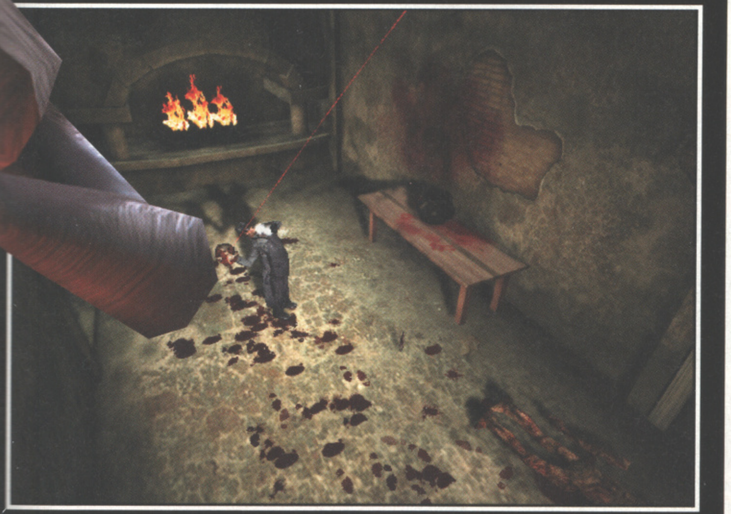
computer and video Games

★★★★

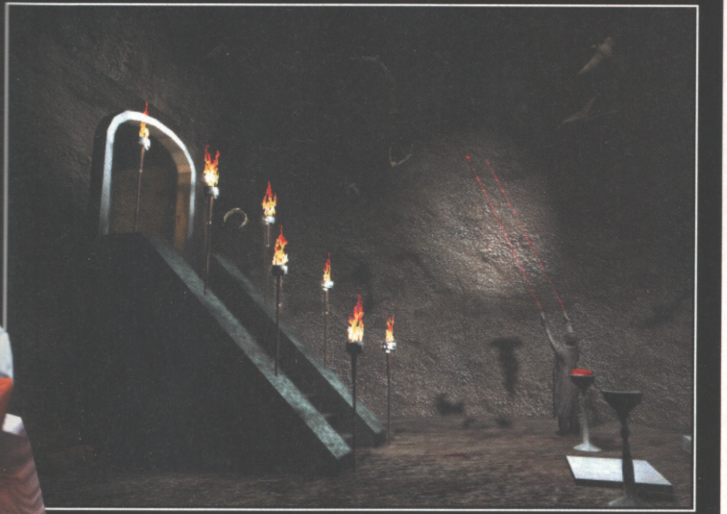
IF YOU LIKE THIS TRY THESE...
Resident Evil 2, (PC, PS, N64, DC), *System Shock 2* (PC)



Whore we go! She really lost her head. That spade makes a satisfying 'thud', too



Run out of ammo? Lob bits of baddies back at them. Check out The Stranger's bloody footprints



Not cut-scenes but grabs. Spectacular, though a little sparse on interactive objects

P-p-pick up a Pen Pen for crazy racing action

PEN PEN

WORDS AND SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

Pen Pen is a candidate for the most insane piece of software ever released. Select your character from a roster of penguin-based creatures and race against seven others in a Tri-Icelon – a three-event race where you run, slide on ice and swim. Winning the race gets you new items of clothing in which to dress your racer. Bizarre.

PICK UP A PENGUIN

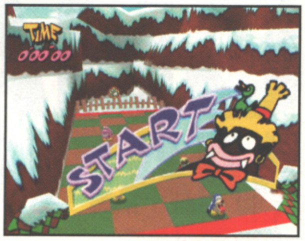
Playing the game is a frequently hilarious experience, as the penguins waddle along squawking. The controls are very simple, and the cartoon graphics look fantastic. There's a selection of courses to test your skills, but the difficulty level is pitched toward the younger player.

WORTH PLAYING?

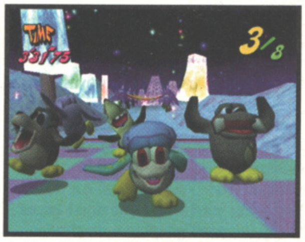
Pen Pen is superb fun, but lacks long-term appeal. You'll have your friends in stitches with the four-player mode, but as a single-player game you'll see it all fairly quickly. You'll have a cracking laugh finishing it, though.

Dreamcast

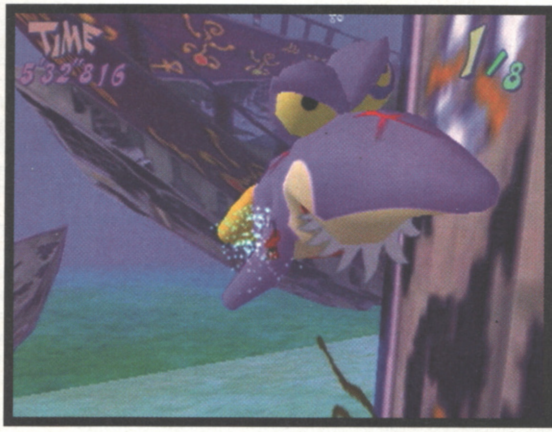
COST: £39.99
OUT: NOW
MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/ VM UNIT**



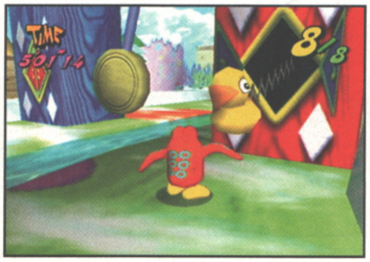
It's almost time to waddle along the track like a maniac. Brace yourself for battle



Judging by the smiles on these guys' faces, you'd think they'd just managed to escape a mad eskimo with a club. Maybe they did



The character design in the game is ace. This Pen-Shark is as good a reason as any for outlawing genetic splicing right away. Mixing penguin and shark genes and expecting the resulting creation to race in a mildly average racing game is just inhumane. He'd enjoy *Mario Kart* much more



computer and video Games

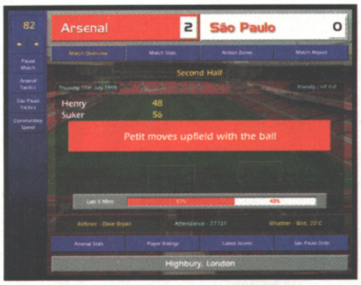
★★★

IF YOU LIKE THIS TRY THESE...
Super Mario Kart (N64), *Armadillo Racers* (Arcade), *Crash Team Racing* (PS)

PC CD ROM

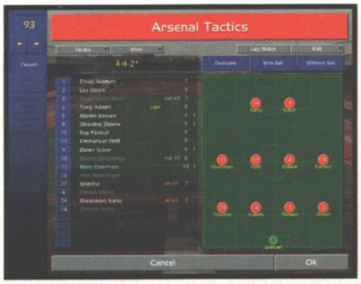
COST: **£24.99**
OUT: **DEC**

MULTIPLAYER: **YES**
COMPATIBLE: **MOUSE/ KEYBOARD**

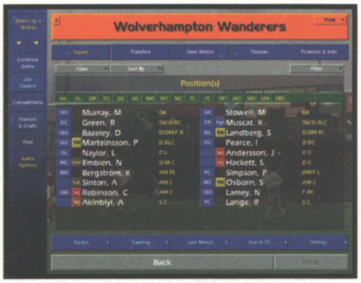

82
Arsenal 2 São Paulo 0
Second Half
Henry 48
Suker 56
Highbury, London

Petit moves upfield with the ball

Arsenal's signings make an immediate impact


93
Arsenal Tactics
4-4-2*
Cancel
Ok

Zinedine's presence is quickly noticed


Wolverhampton Wanderers
Position(s)
Back
Next

Murray, M
Green, R
Bazeley, D
Marteinsson, P
Naylor, L
Emblen, N
Bergström, K
Sinton, A
Robinson, C
Akinbiyi, A
Stowell, M
Muscat, K
Landberg, S
Pearce, I
Andersson, J
Hackett, S
Simpson, P
Osborn, S
Lamey, N
Lange, R

The Wolves Scandinavian invasion continues

CHAMPIONSHIP MANAGER SEASON 99/00

The best management game in the business is back. Freetime beware!

WORDS & SCREENSHOTS: ALEX HUHTALA

WHAT YOU NEED TO KNOW

If you've ever screamed at bad players, read the paper in disbelief at the latest transfer rumours, or pulled your hair out at your team's league performance, then this is the game for you. *Championship Manager Season 99/00* is the ultimate football manager game, providing you're not bothered about fancy in-game graphics, as that's the only thing this game lacks.

IT'S REAL

Realism is the key to *Championship Manager*'s success. There are over 40,000 real players in the game, each with individual statistics and histories, and to get on top in the game, you'll have to figure out who's worth buying and who's not. Help is at hand with a brilliant filtering system, which allows you to set the criteria of player you're searching for. You also have the help of scouts who can offer their advice before you sign on the dotted line.

DO YOU NEED ANOTHER ONE?

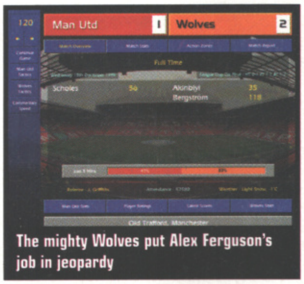
The new season not only offers all the latest signings and league teams (accurate to the end of October), but new competition structure, including the expanded European Cup and World Club Cup (not sure if you can pull out of a tournament yet!). New player power that was in evidence during the summer comes into effect with transfer rumours from the media, approaches from agents and dressing room unrest. If you want to rule with an iron fist you can now fine players for a variety of reasons.

BEST 'TIL LAST

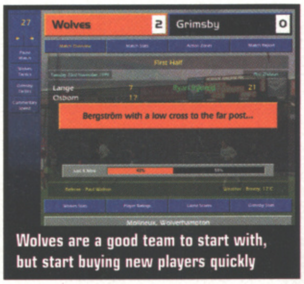
It also sorts out an annoying aspect of the last instalment. If you managed a lower league team which moved up through the leagues, there was no way of expanding your stadium or altering the wage structure. That's changed. You can now put requests to the board. The game can be played beyond the limits of a lower league team, with requests for more transfer funds, higher wage structure, youth investment and even buying a new stadium.

WORTH PLAYING?

A big, fat yes. *Championship Manager* no longer has endless screens of figures; the subtle improvements make the experience more life-like. A scary prospect, considering its addictive qualities.

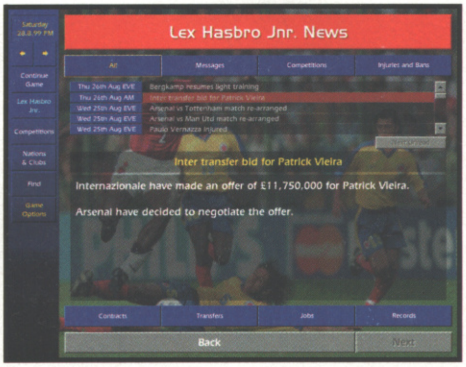

120
Man Utd 1 Wolves 2
Full Time
Scholes 56
Akinbiyi 35
Bergstrom 118
Old Trafford, Manchester

The mighty Wolves put Alex Ferguson's job in jeopardy


27
Wolves 2 Grimsby 0
First Half
Lange 7
Osborn 17
Molineux, Wolverhampton

Bergström with a low cross to the far post...

Wolves are a good team to start with, but start buying new players quickly


Saturday 28.8.99 PM
Lex Hasbro Jnr. News
All
Messages
Competitions
Injuries and Bans
Continue Game
Lex Hasbro Jnr.
Competitions
Nations & Clubs
Find
Game Options
Contacts
Transfers
Jobs
Records
Back
Next

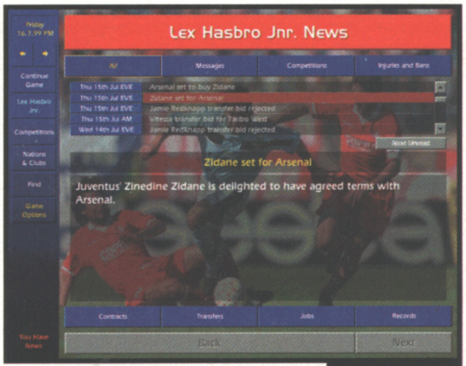
Thu 26th Aug EVE — Bergkamp resumes light training
Thu 26th Aug AM — Inter transfer bid for Patrick Vieira
Wed 25th Aug EVE — Arsenal vs Tottenham match re-arranged
Wed 25th Aug EVE — Arsenal vs Man Utd match re-arranged
Wed 25th Aug EVE — Paulo Vernazza injured

Inter transfer bid for Patrick Vieira

Internazionale have made an offer of £11,750,000 for Patrick Vieira.

Arsenal have decided to negotiate the offer.

Sorry Inter, he's worth far more than that

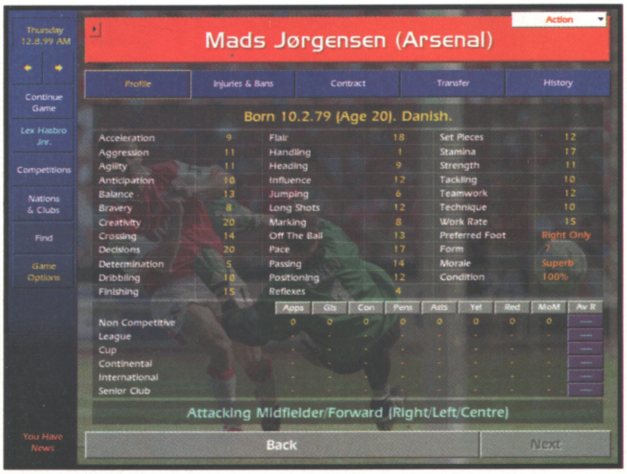

Friday 16.7.99 PM
Lex Hasbro Jnr. News
All
Messages
Competitions
Injuries and Bans
Continue Game
Lex Hasbro Jnr.
Competitions
Nations & Clubs
Find
Game Options
Next Unread
Contracts
Transfers
Jobs
Records
You Have News
Back
Next

Thu 15th Jul EVE — Arsenal set to buy Zidane
Thu 15th Jul EVE — Zidane set for Arsenal
Thu 15th Jul EVE — Jamie Redknapp transfer bid rejected
Thu 15th Jul AM — Vitesse transfer bid for Taribo West
Wed 14th Jul EVE — Jamie Redknapp transfer bid rejected

Zidane set for Arsenal

Juventus' Zinedine Zidane is delighted to have agreed terms with Arsenal.

After the signing of Zidane, Lex Hasbro Jnr. has two words for the competition: "Fear us". He's pretty cheap too, costing only £10m – a snip for his silky skills


Thursday 12.8.99 AM
Action
Profile
Injuries & Bans
Contract
Transfer
History
Continue Game
Lex Hasbro Jnr.
Competitions
Nations & Clubs
Find
Game Options
You Have News
Back
Next

Mads Jørgensen (Arsenal)

Born 10.2.79 (Age 20). Danish.

Acceleration	9	Flair	18	Set Pieces	12
Aggression	11	Handling	1	Stamina	17
Agility	11	Heading	9	Strength	11
Anticipation	10	Influence	12	Tackling	10
Balance	13	Jumping	6	Teamwork	12
Bravery	8	Long Shots	12	Technique	10
Creativity	20	Marking	8	Work Rate	15
Crossing	14	Off The Ball	13	Preferred Foot	Right Only
Decisions	20	Pace	17	Form	7
Determination	5	Passing	14	Morale	Superb
Dribbling	10	Positioning	12	Condition	100%
Finishing	15	Reflexes	4		

	Apps	Gls	Con	Pens	Asts	Yel	Red	MoM	Av R
Non Competitive	0	0	0	0	0	0	0	0	----
League	-	-	-	-	-	-	-	-	----
Cup	-	-	-	-	-	-	-	-	----
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	-	-	-	-	-	-	-	-	----

Attacking Midfielder/Forward (Right/Left/Centre)

Put in a bid for this player at the start of the game and see what happens

computer and video Games
★★★★★

IF YOU LIKE THIS TRY THESE...
Premier Manager, *LMA Manager* (PS)

spend £30 and get
money off vouchers worth£100**

PlayStation
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CRASH TEAM RACING
NAUGHTY DOG
SONY
COMPUTER ENTERTAINMENT
PlayStation®

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playstation memory card half price*

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*Applies to stickered software items only. While stocks last.
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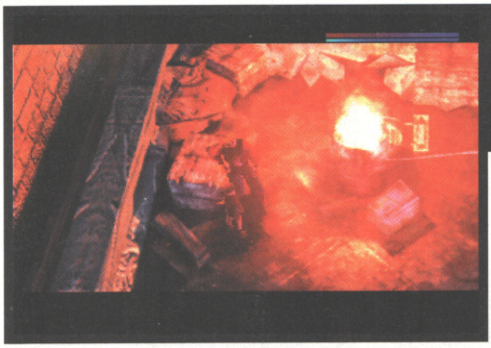
Terms and conditions apply to voucher offer; see instore for details.

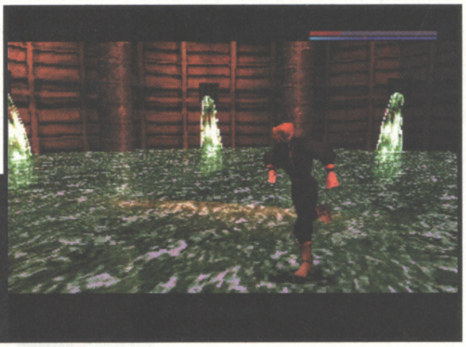
PlayStation

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD**

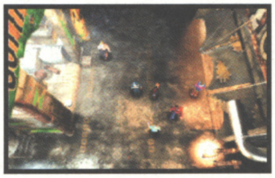


By using the shoulder buttons, you can take a good look everywhere



Gadgets like the Freeze Pack will turn the surface of water into ice

OVERBLOOD 2



WORDS & SCREENSHOTS: IRENA POGARCIC

Save the planet in this futuristic adventure

WHAT YOU NEED TO KNOW

Christmas 2115 in Eastern Edge. Acarno, a young Junk Blade Racer trying to hit the big league, has just arrived in the city. He witnesses an attack on an old man and from there on becomes involved in a plan to save the planet from its own corrupt government and criminals. So much for junk blade racing.

EVERYBODY'S BENT

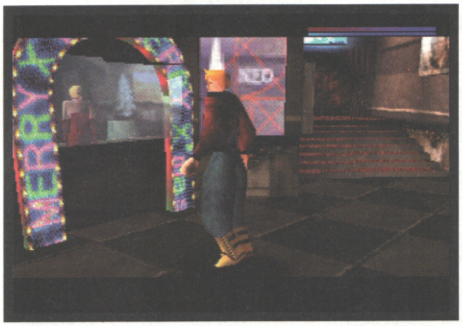
The game is divided into episodes, throughout which animation takes over the action as the story unfolds. Helping Acarno are Chris, a cop believing foul play is going on inside the police force, Razz Casey and Navaho Gene, two scientists who uncovered the government corruption in the first place. Acarno will sometimes have to fight enemies, but mostly he'll try to figure out how to get in and out of places and use gadgets to complete his missions.

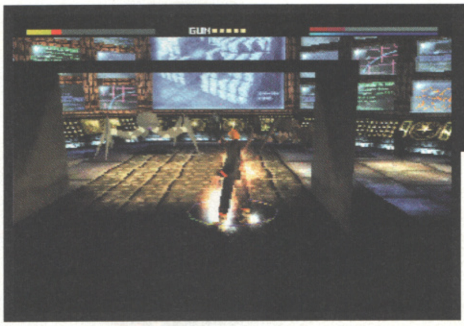
IT'S GOOD TO TALK

In this story-driven game, Earth is not as we know it. You can learn a lot about history and technology if you visit Odery's Theatre. Talking to passers-by will also help – they can offer advice, directions, or much-needed laughs. In every new episode the dialogue with passers-by changes, so make sure you talk to everyone you meet.

WORTH PLAYING?

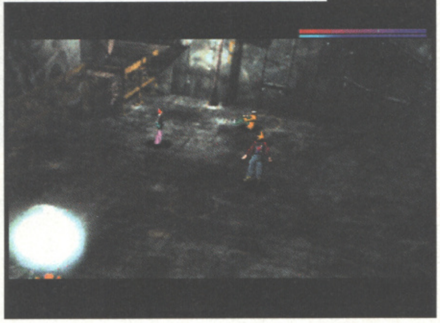
While *Overblood* was heavily inspired by the *Resident Evil* games, the sequel – which doesn't have much in common with the first game – could be described as a cross between *Final Fantasy VII* and *Tomb Raider*. Having said that, *Overblood 2* doesn't match the action of either. It's a very interesting game to play, with a very strong story, but as many of you will find from the start of the game, it seems to have more animated cut-scenes than actual gameplay. This is a great disappointment. You'll find yourself drawn into the game, especially the story, only to give it up because it just takes too long to start doing anything yourself.

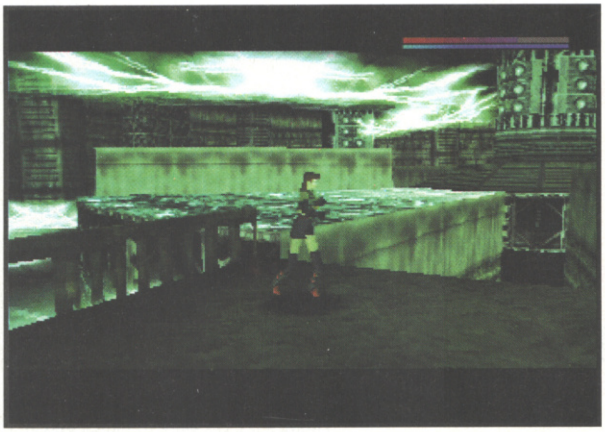


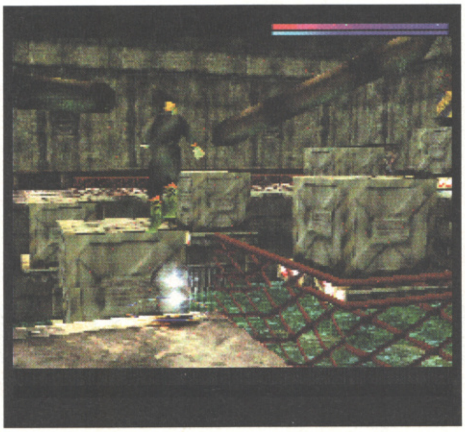


Keep shooting at spiders and they will explode. This room contains loads of important items

The areas you explore are large and there are lots of people to talk to







computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Final Fantasy VII (PS), *Tomb Raider* series (PS)

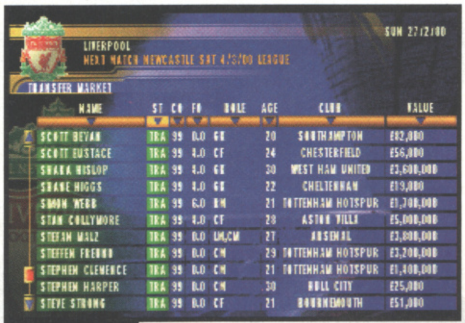
FA PREMIER LEAGUE FOOTBALL MANAGER 2000

Vialli's smooth looks meets Wenger's bulging brainpower

WHAT YOU NEED TO KNOW
Yet another attempt to transfer the wonders of football management to the world of the console. PC owners have had it their own way for too long, with the sublime *Championship Manager* series proving invincible. This is the only management game to carry the official Premiership licence and EA Sports certainly makes good use of this.

THE LADS HAVE DONE GOOD
The everyday basics of the management world are handled with flair. The menus are silky-smooth to navigate as you attempt to dabble in the transfer market, improve your stadium and hire and fire scouts and business managers.

WORTH PLAYING?
Coming from the makers of the *FIFA* series, this is a highly polished attempt at capturing the thrill of footie management. Sitting back and watching your chosen team play is pure heaven, thanks to the amazingly accurate depiction of the players and stadia. Footie fans will find much to satisfy them here.



LIVERPOOL
NEXT MATCH NEWCASTLE SAT 4/3/00 LEAGUE
SUN 27/2/00
TRANSFER MARKET

NAME	ST	CO	FO	ROLE	AGE	CLUB	VALUE
SCOTT BEVAN	TRA	99	0.0	GK	20	SOUTHAMPTON	£82,000
SCOTT EUSTACE	TRA	99	4.0	CF	24	CHESTERFIELD	£56,000
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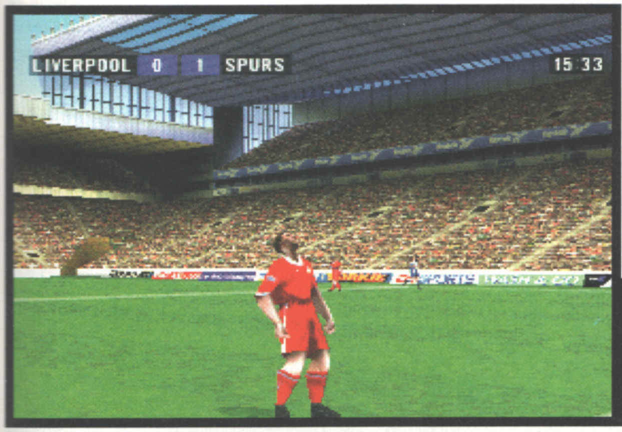
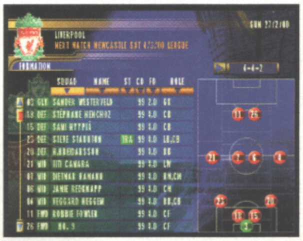
SHANE HIGGS	TRA	99	4.0	GK	22	CHELTENHAM	£13,000
SIMON WEBB	TRA	99	6.0	RM	21	TOTTENHAM HOTSPUR	£1,700,000
STAN COLLYMORE	TRA	99	4.0	CF	28	ASTON VILLA	£5,000,000
STEFAN MALZ	TRA	99	0.0	LM,CM	27	ARSENAL	£3,800,000
STEFFEN FREUND	TRA	99	0.0	CM	29	TOTTENHAM HOTSPUR	£3,200,000
STEPHEN CLEMENCE	TRA	99	0.0	CM	21	TOTTENHAM HOTSPUR	£1,400,000
STEPHEN HARPER	TRA	99	0.0	CM	30	HULL CITY	£25,000
STEVE STRONG	TRA	99	0.0	CF	21	BOURNEMOUTH	£51,000

Yes, you saw right, Stan Collimore on the transfer list. Now there's a shock



Put your feet up, sit back and relax as your boys grind the opposition to dust. Or will they...?

COST: £34.99
OUT: NOW
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD**



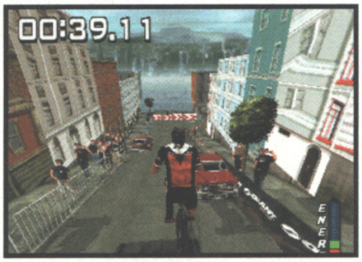
computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
Championship Manager 3 (PC), *LMA Manager* (PS)

NO FEAR DOWNHILL MOUNTAIN BIKING

Pedal-power comes to the PlayStation

COST: £34.99
OUT: NOW
MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/JOYPAD/DUAL SHOCK**



WHAT YOU NEED TO KNOW
Now you can experience that mountain bike feeling of hurtling head-first down steep hills on very expensive machines in the comfort of your own home. All this while avoiding nasty side-effects such as saddle-burn and gravel-rash.

BICYCLE RACE
You ride on a variety of trails in six different countries. Trails range from a Moroccan desert to a quaint Yorkshire village full of teashops and sheep. The sound effects are really cool and make up for the slightly flat visuals. You can almost feel the gravel crunching under your tyres. As you progress, you earn upgrades for your bike, which improve your speed and power.

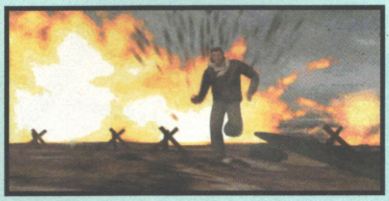
WORTH PLAYING?
It's a bit like a rally-driving game, but a lot more wobbly. Fun, though you'll soon tire of racing against the same opponents once you've unlocked the secret riders and courses.

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Tony Hawk's Skateboarding (PS), *Colin McRae Rally* (PS)

CODENAME EAGLE

Save a different world



WHAT YOU NEED TO KNOW
You're a kind of old-fashioned James Bond battling through 12 missions in this first-person, 3D tactical action game. The enemy is Russia, but WWI and the Russian Revolution never happened. Cue lots of weird-looking aircraft, tanks and weapons.

STEALTH MEANS HEALTH
Go storming in, guns blasting, and you'll be shredded by mad guards, slavering Dobermans and machine-gun-firing pillboxes. So stealth is essential. Missions are varied and will have you knifing guards to swipe guns, grabbing wire-cutters, lock-picks and ID cards, as well as riding motorcycles, bi-planes and armoured cars.

COST: £34.99
OUT: NOW
MULTIPLAYER: **1-8**
COMPATIBLE: **KEYBOARD/MOUSE**

WORTH PLAYING?
The only frustration is controlling vehicles. On foot, you jog happily around using both keyboard and mouse, but in vehicles you're limited to just the keys, making for some seriously drunk driving. That said, *Codename Eagle* is a good, solid game that's licensed to thrill players who enjoy action with a strong tactical twist.

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Goldeneye (N64), Tomb Raider 3
System Shock 2

PlayStation

PC CD ROM

COST: **£34.99**

OUT: **NOV 26**

MULTIPLAYER: **1-4**

COMPATIBLE: **MEMORY CARD/ JOYPAD/ MULTITAP**

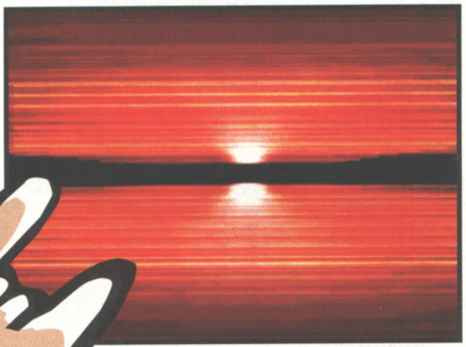
WORDS & SCREENSHOTS: ALEX HUHTALA

Do the Venga Boys a favour – put them out of a job!

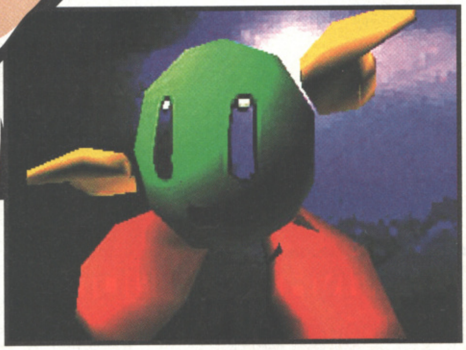
MUSIC 2000

Put down your guitar, stop scratching your mum's records and pick up your joypad – the innovative music creation tool for PlayStation is back. If you thought a PlayStation was only good for games then you're wrong. *Music 2000* allows you to make music by playing about with hundreds of pre-recorded samples, and even make your own.

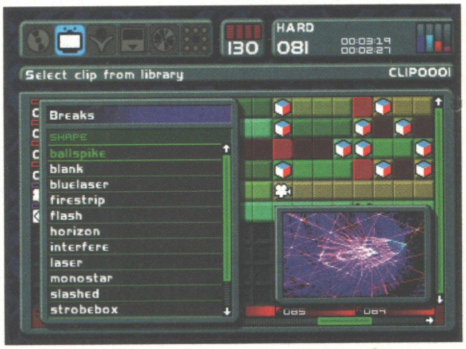
AND THE BEAT GOESON



Wow, this is the dawning of the age of Aquarius



Can you feel it? It's kicking in, awesome… what the hell is that?



HARD
130
081
00:03:19
00:02:27

Select clip from library

CLIP0001

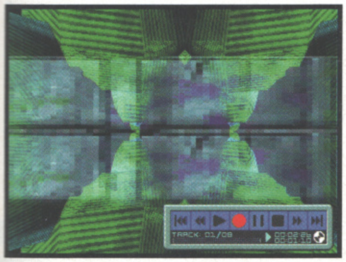
Breaks

SHAPE
ballspike
blank
bluelaser
firestrip
flash
horizon
interfere
laser
monostar
slashed
strobebox

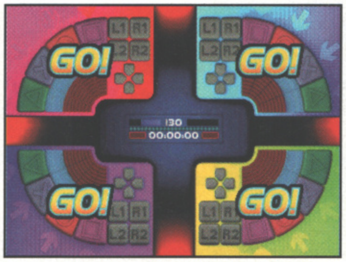
Making a video for your tune is as easy as making the tune itself

SHAKIN' YO'ASS

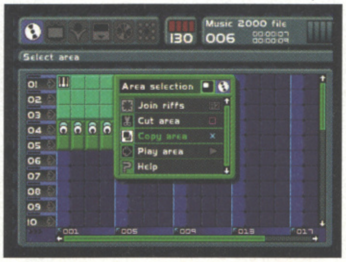
Making a bangin' tune with *Music 2000* can be done in a number of ways. The easiest is in Music Jam mode. Here, four players can contribute, with each button on the pad activating a different sample. This could be the best post-pub game ever.



It's twisting my melons, man…
… Wow, this video is making me hypnogogic



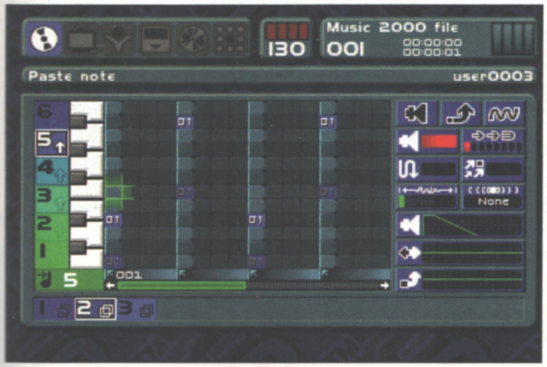
Getting tired of your samples? Then bring up a menu and choose a new lot



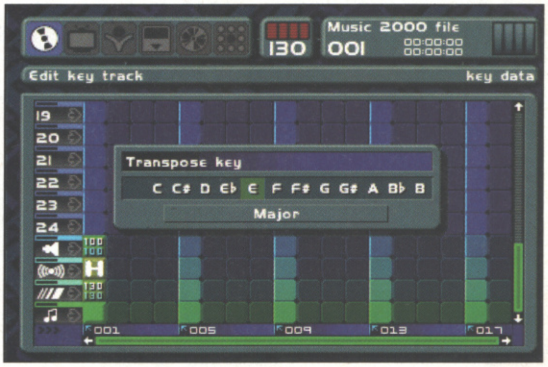
Once you've created a killer loop, just copy and paste where you need it in the rest of the track

IN THE MIX

The next way to make music is for one player who wants to spend more time creating a decent tune. First you must trawl through the samples available. If you hear something you like and want to use it, simply paste it on to the main screen where there are 24 music channels in which to place samples.



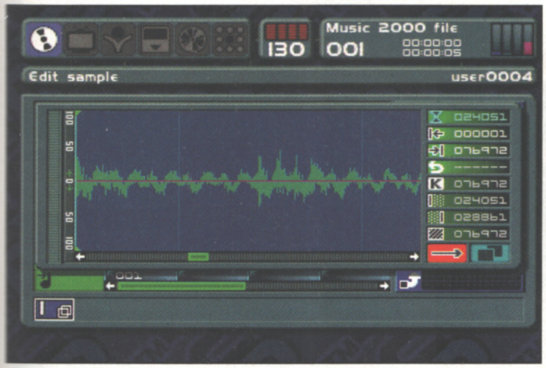
The icons on the right allow you to add some fancy effects to the sample



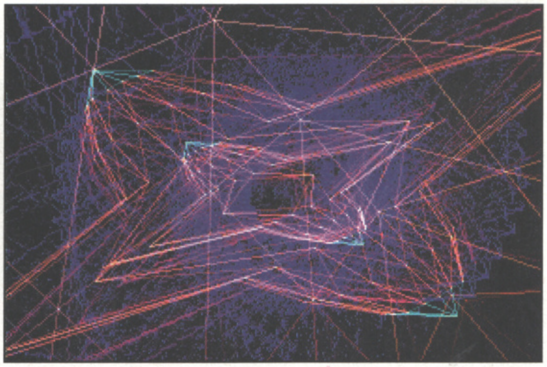
With only a small section of a keyboard, change the octave or transpose the key

THERE'S NO LIMITS

If you don't like the sounds on offer, why not create your own? Alter samples with the waveform editor, add extra noise (reverb, flange, etc) with the effects editor. Best of all is creating your own samples by using an audio CD in the PlayStation.



Pop a CD into your PlayStation, choose the part you want, and sample like this



You've made the tune, now add the video. Just don't pop too many pills

WHAT WE THOUGHT

TOP ONE, NICE ONE

Making tunes is simple and even if you've never tried it before, you'll be creating killer dance tunes in your first hour. You'll then be thinking about what new tracks you can make from the available samples and which CDs from your collection you'll be sampling.

GET SORTED!

Thanks to CD sampling you'll never run out of inspiration, and in Music Jam mode your mates can join in the fun. In case you make it to Top of the Pops there's also a simple video maker, where you can create rave style visuals. The game has everything to get you interested in making music and the end results will get you dancing – guaranteed.

computer and video games

★★★★★

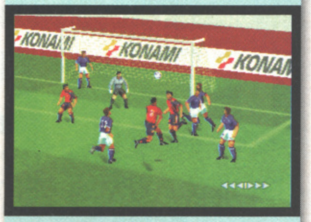
IF YOU LIKE THIS TRY THESE…

Um Jammer Lammy (PS), *Beatmania* (PS), DJ'ing (real life)

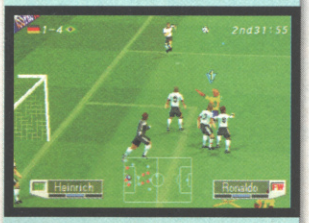
LONG TERM TESTS

ISS PRO '98

CONSOLE: PLAYSTATION
COST £39.99
MULTIPLAYER: 1-2
COMPATIBLE WITH: ANALOGUE JOYPAD, MEMORY CARD



Oh, it's all getting very tight at the posts, now will he score?



NOT ANOTHER FOOTBALL GAME?

Um, yes. But *ISS* does provide the most realistic football experience ever seen on a console. Although the *FIFA* franchise may outsell it, *ISS* is far more enjoyable to play.

CONTROVERSIAL?

ISS takes a different route from other football games by going for sheer playability over all else. It doesn't have the options or number of teams that *FIFA* has, but the satisfaction of scoring with Ronarid far outweighs anything that Ronaldo could achieve in a *FIFA* game.

DOES ISS DO THE BEAUTIFUL GAME JUSTICE?

It looks great. In fact, *ISS* offers far more fluid player-motion than any other football game. The level of detail – even down to the design of kits – is incredible and the players look real for once.

WHAT ABOUT MULTIPLAYER?

ISS only caters for two players at once but, yet again, the gameplay excels. No longer will your mate beat you 10-0 when you're playing as Brazil and he's Jamaica. *ISS* matches tend to be more even affairs. It really is the king of multi-player football games.

MALCOLM MONTEIRO

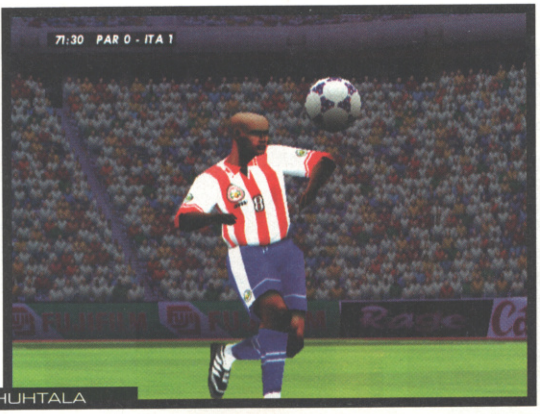
Dreamcast

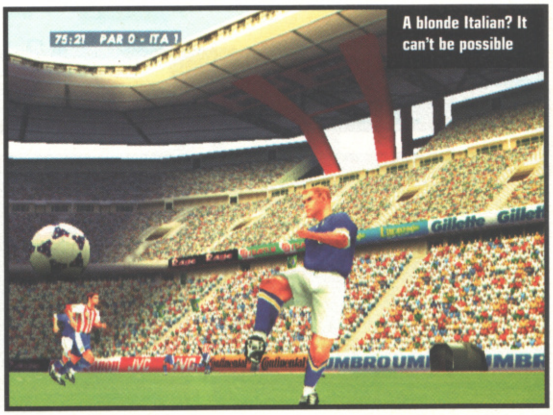
COST: £39.99

OUT: NOW

MULTIPLAYER: **1-4**

COMPATIBLE: **JOYPAD/VMU/VIBRATION PACK**



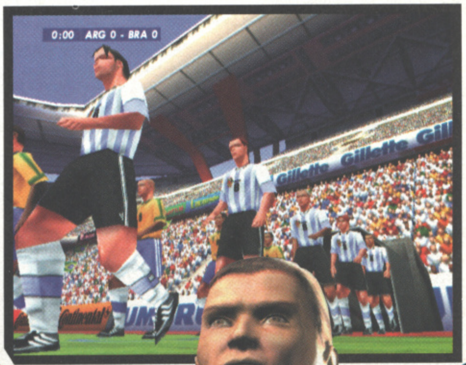


A blonde Italian? It can't be possible

WORDS & SCREENSHOTS: ALEX HUHTALA

UEFA STRIKER

The first football game for the Dreamcast – and it's pretty good



WHAT YOU NEED TO KNOW

Football on a new console is an exciting prospect and, with EA still not playing ball with Sega, the door has been left open for a new game to reap the rewards. *UEFA Striker* is first through the doors and looks a strong challenger to hold on to the top spot for the foreseeable future.

LOTS ON OFFER

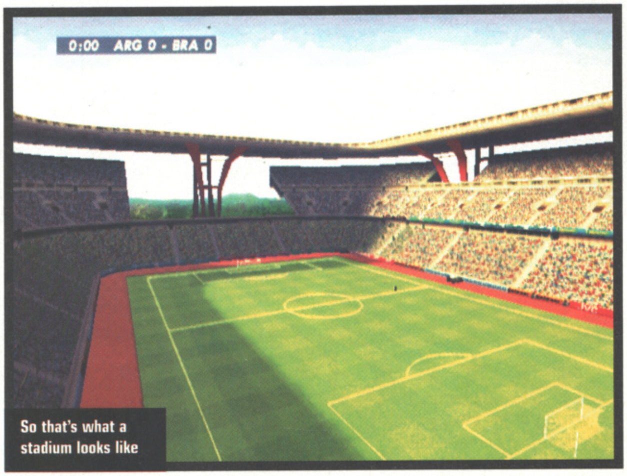
The game uses a UEFA licence to include all the top teams of European football, including those from the current Champions League and UEFA cups. Once you're good enough, you can also access great teams from history. Enjoy an extended scenario mode and earn the right to play with international teams. With so much on offer it's a surprise that the real team names aren't included. You still get recognisable players, but Arsenal play as Highbury and Man. Utd as Manchester.

ORIGINAL

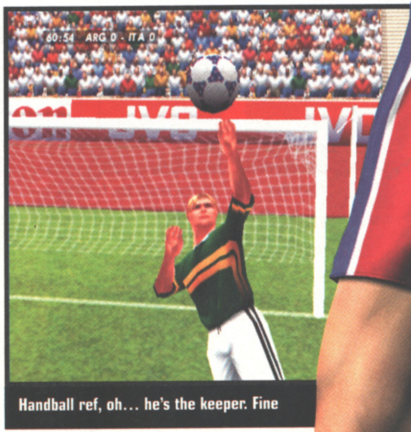
One unique aspect of UEFA is the way the game unfolds in real-time. If you earn a corner or free kick, it takes a few seconds for players to get into position. You can kick quickly to benefit from this, or wait for your big defenders to join the forwards, using their size to get a header on the ball. There's also a lengthy training mode, which gives you set tasks to perform.

WORTH PLAYING?

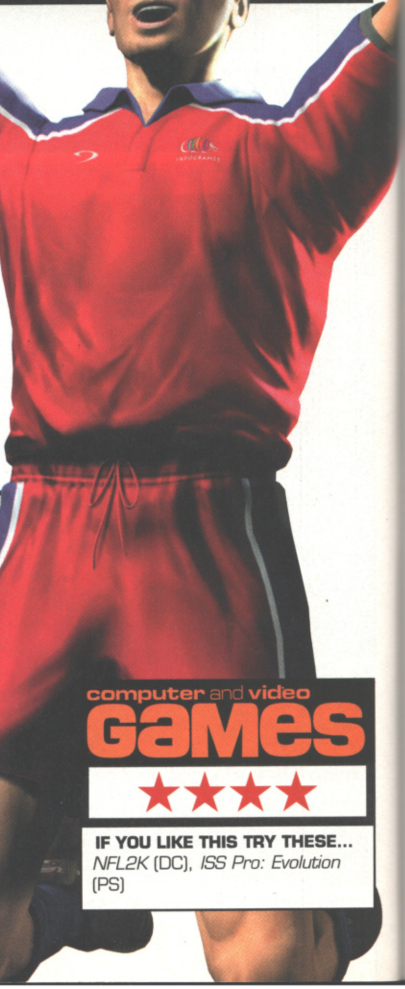
For the first football game on Dreamcast, *UEFA Striker* offers everything you could want and more. It plays with a near-identical button layout to *ISS*, while it includes features that have made the *FIFA* games a hit. Sega's *Worldwide Soccer* and *Virtua Striker* will be challenging for Dreamcast dominance very soon, but *UEFA Striker* deserves to be more than a filler game until then.



So that's what a stadium looks like



Handball ref, oh... he's the keeper. Fine



computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
NFL2K (DC), *ISS Pro: Evolution* (PS)

PC CD ROM

COST: **£40**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **MOUSE/KEYS/ JOYPAD**

NOMAD SOUL

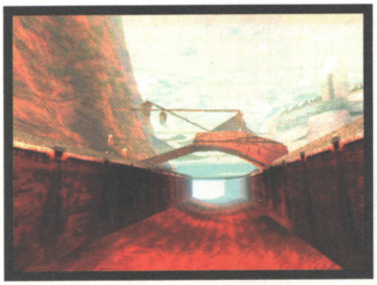
Fancy a spiritually uplifting game that's good for the soul? Screw you, hippy. It's adventure time

WHAT YOU NEED TO KNOW

You're the roving soul of the title, jumping firstly into the body of future-cop Kay'l, who's from a planet called Omikron in a parallel universe. Demons are rumoured to also live there and humans are pegging out under strange circumstances. Cue you.

THREE INTO ONE

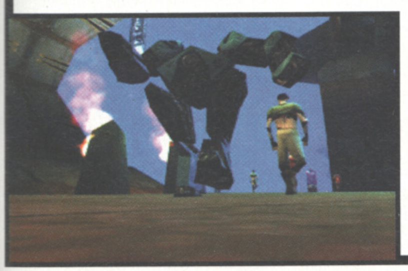
Nomad Soul isn't quite like any other adventure around. It's three types of game rolled into one. In Adventure mode you talk to people, explore and try to unlock the secrets of the past in traditional third-person 3D perspective. In one of the two Combat modes, the game switches to a first-person shooter's view, while in the other, the fighting's played out *Tekken*-style. Confused? We were.



WORTH BUYING?

It's something of a flawed epic. Even if you do like the idea of a bit of *Half-Life* and *Tekken*-style action rolled into an adventure, the Combat modes are frustrating – largely because you've seen it all done better elsewhere. Even the Adventure mode fails to maintain suspense, and uncovering the plot soon becomes more of a chore than a compelling motivation to play. *Nomad Soul* is full of great ideas which never quite deliver.

Tunes are from David take a Bow-ie



computer and video GAMES
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IF YOU LIKE THIS TRY THESE...
Blade Runner, Half-Life, Tekken

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FA PREMIER LEAGUE ALL STARS	£27.99
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FIFA 2000	£28.99
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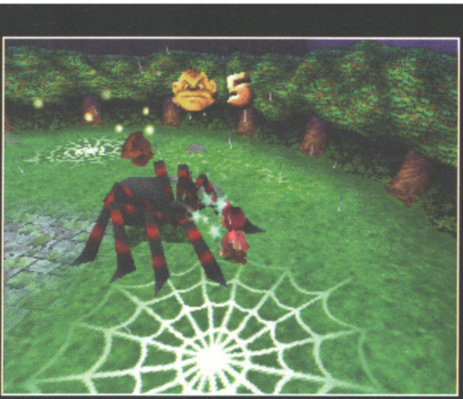
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD/ DUAL SHOCK (PS)/ MEMORY CARD, RUMBLE PAK/ EXPANSION PAK (N64)**



What plughole did that crawl from?

WORDS & SCREENSHOTS: MAURA SUTTON

40 WINKS

Rid the world of all evil using teddy bears and candles

WHAT YOU NEED TO KNOW
40 Winks is a traditional platform game featuring two little scamps called Ruff and Tumble. Their mission is to save the world from the dastardly Dr NiteKap and rescue all the cute little Winks that he holds prisoner. If they fail, it's bye-bye to sweet dreams for the whole of mankind. Oh my gawd.

FAMILY VALUES
You can choose whether you want to play as Ruff or his little sister Tumble, but you'll need to use both characters to complete the game. Ruff uses a candle for his main attack weapon, while Tumble uses a lethal teddy bear. They both have handy Butt-Bounce attacks as well as loud Scream attacks, which look suspiciously like spitting and frightens enemies to death.

MUTANT NINJA CHILDREN
Little children are not best equipped to fight killer sharks and giant spiders. But help is at hand in the shape of Jack-in-the-boxes scattered throughout the levels, allowing Ruff and Tumble to power-up and take on various guises to help them progress. There are lots of golden Z's to collect for health, and half moon tokens which provide ammunition for Screaming attacks.

WORTH PLAYING?
40 Winks is an enjoyable platform game. You bounce and swim your way through levels, and it looks really bright and cartoony. The different characters are fun and challenging, too. Although pitched at a younger audience, it's not an easy game and platform-starved PlayStation owners should welcome *40 Winks* with open arms.

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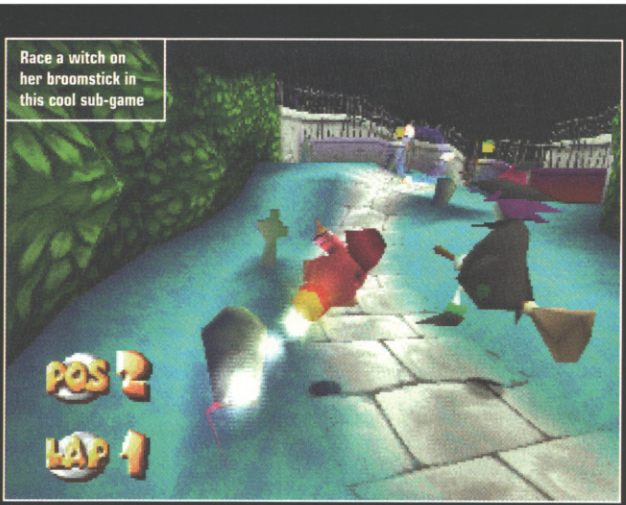
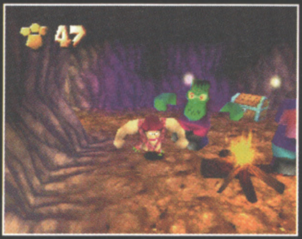


Race a witch on her broomstick in this cool sub-game

I want my mummy

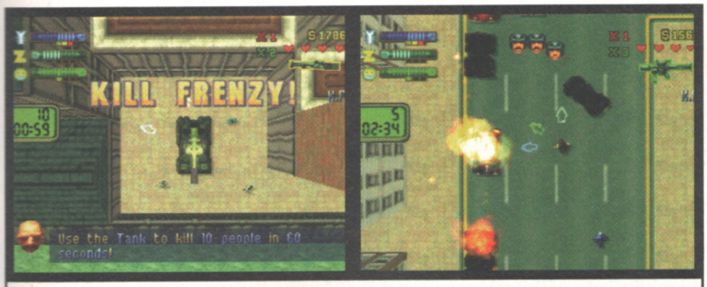
The evil fiend, NiteKap. Kill him



Tumble turns into a Russian shot-putter

Only 39 more Winks to rescue

Someone call that Changing Rooms bloke



GRAND THEFT AUTO 2

Another outrage

FORMAT: PLAYSTATION
PRICE: £39.99
OUT: NOW
MULTIPLAYER: NO
COMPATIBLE: JOYPAD/MEMORY CARD

WHAT YOU NEED TO KNOW

It's the PlayStation sequel to the smash hit *Grand Theft Auto*, which has been encouraging digital law-breaking since its release, two years ago.

NEW STUFF

Sticking with the top-down formula of the original, *GTA2* boasts better graphics, better sounds and more in-depth gameplay. This time round you work for one of seven rival gangs, and there are a load of hoodlums pacing the streets doing the same crimes as you.

WORTH PLAYING?

If you never played the original, and are childish enough to enjoy selling drugs and mowing down pedestrians in a videogame, check this out now. It's not wildly different to the original, but confirmed *GTA* criminals will enjoy the new challenge.

computer and video Games
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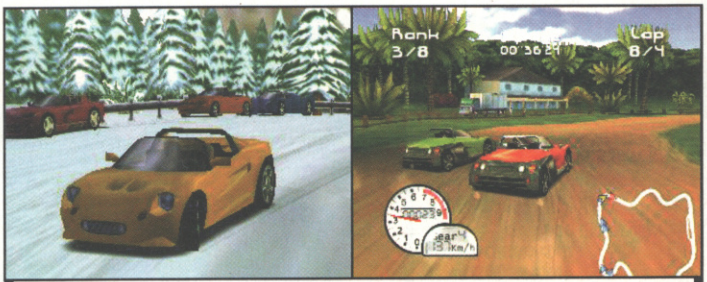

ROADSTERS

The racer with an identity crisis

FORMAT: N64
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-4
COMPATIBLE: JOYPAD/ MEMORY PAK/RUMBLE PAK

WHAT YOU NEED TO KNOW

Roadsters is a superb-looking racing game with slightly confused gameplay. The tracks can be as quirky as *Mario Kart* but the tune-up options for the cars is pure *Gran Turismo*.

PICK UP AND PLAY

Ten detailed courses, including Area 51 and a Tudor Village, lean towards an arcade style. The cars' handling isn't as realistic as it would be in a pure simulator. The game is easy to pick up and the list of convertibles might feature your dream car.

WORTH PLAYING?

The Roadsters Trophy adds long-term appeal, and the four-player mode is fun. But the game can't decide whether it's a simulation or arcade. Fun for short periods, but the lack of depth will put drivers off. Dreamcast and Game Boy versions to follow.

computer and video Games
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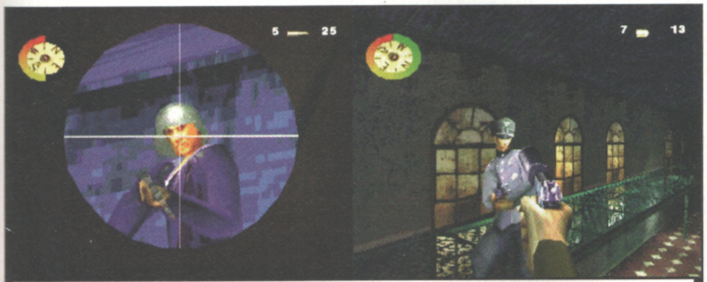

MEDAL OF HONOUR

The name's Hitler. Adolf Hitler

FORMAT: PLAYSTATION
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/ MEMORY CARD/DUAL SHOCK

WHAT YOU NEED TO KNOW

It's a first-person shooter set during WWII. You are stuck behind enemy lines and get roped into some hardcore Nazi-bashing, played out in handy, bite-sized missions.

SOMETHING BORROWED

The targeting system is borrowed from the N64 classic *Goldeneye*. As are various little in-game touches like being able to shoot off enemy helmets. It's the closest the PlayStation is likely to get to that classic shooter, although the sense of urgency is sadly lacking.

WORTH PLAYING?

It's a clone, but the new setting and a handful of innovative features make it worth playing. Your lone operative is difficult to kill, thanks to a generous energy bar, but closet PS *Goldeneye* fanciers will find plenty to get excited about. Fun, even if it isn't a classic.

computer and video Games
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MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD**
EXPANSION PAK
(INCLUDED)

DONKEY KONG 64

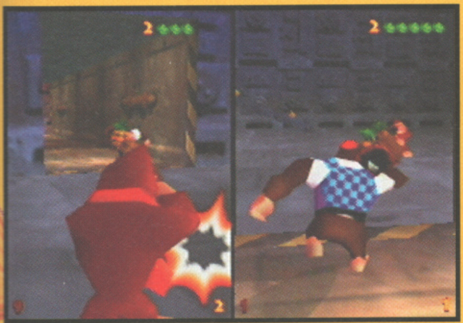
The most fun you can have with monkeys – without being arrested

WORDS & SCREENSHOTS: DEAN SCOTT

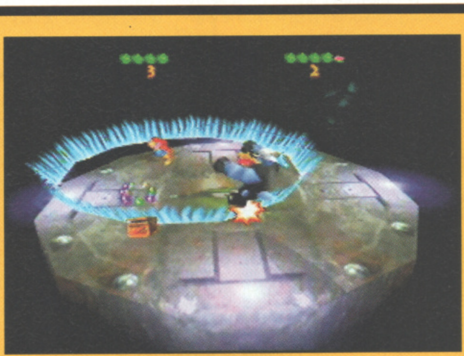
When you think monkeys, you either think distended red arses or you think *Donkey Kong*. If you're into the latter, you'll probably despair at the news that the evil King K.Rool has moored his ship off the coast of Kong Island. He's planning to nuke the joint as soon as his Blast-o-Matic is up and running, and has incarcerated the Kong clan – all except Donkey Kong of course. And if you can smell a rescue mission coming on, then you're probably the person for the job.

MULTI-MONKEY MAGIC

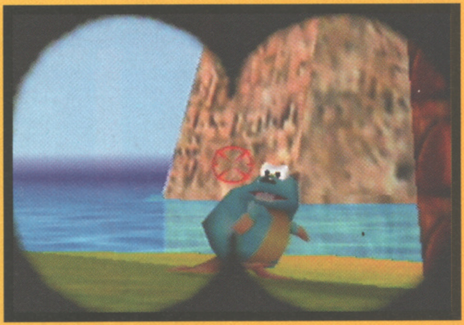
It has become Rare's trademark in recent years to add multiplayer modes into games. *Goldeneye* set a tasty precedent, which *Jet Force Gemini* followed. *Donkey Kong 64* also jumps on the bandwagon.



The first multiplayer takes the form of a *Jet Force*-style deathmatch. You must unlock the characters in the single-player mode, so check the instant player guide to add Diddy to the roster



There's also a Monkey Smash game, where you attempt to knock the other players off the platform. It's a simple game concept, but the different abilities of the various monkeys keep it interesting

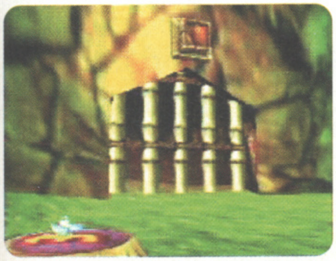


Not a multiplayer game, but further evidence of the Rare magic. Some of the weapons in the game have a *Goldeneye*-style sniper mode so you can pick off King K.Rool's minions from range

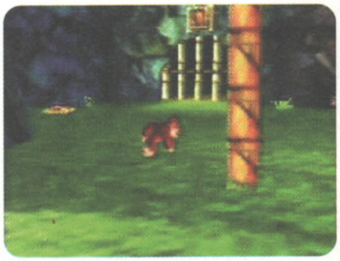
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

FREE DIDDY

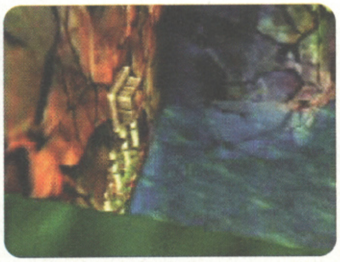
You need to spring Diddy Kong from his cell. There are three lights above Diddy's cage. Arm Donkey Kong with the coconut gun and shoot some targets.



Turn right after you enter the level and follow the bank round. Leap over the water and carry on to the end where you will find target number one over a locked doorway

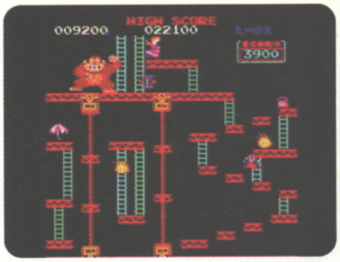


Follow the same path back and carry on around the bank past the main entrance. Follow it round beside the river and voila! Target two above another locked doorway



Target three is trickier. You can see it over the edge of the ledge that houses the armoury, and you're best to pick it off from there. Jump in a barrel and Diddy is now selectable

SECRET



The original *Donkey Kong* arcade game from 1981 is hidden away in this game. Keep *Mario* away from the bottom of ladders (barrels sometimes roll down them) and use the mallet wisely

DEATH ON THE NILE

There are five playable characters in *DK64*; some you've met before and some you haven't. Each has a set of basic skills, which is enhanced with potions from Cranky Kong, weapons from Funky Kong, and musical instruments to bash baddies with and open doors, from Candi Kong. You switch between the Kongs by hopping inside special barrels.

CHUNKY KONG: Big, slow but amazingly strong. He hurls big rocks about with ease, and packs one hell of a punch with his pineapple bazooka. It's odd that such a butch chap plays a triangle

DIDDY KONG: Quick on his feet and boasting some natty tail-slash action. When he pulls out his twin Peanut Pop-Guns, people tend to run. Also plays the guitar and flies on a jetpack

DONKEY KONG: Leader of the gang and the only playable character from the start. Packs a coconut cannon weapon and plays the bongos. Throws barrels around when he's feeling old skool

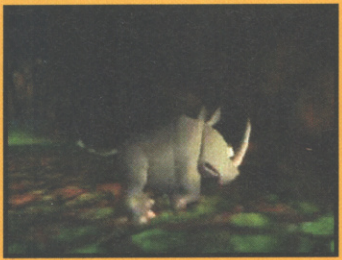
LANKY KONG: Has fearsome extendable arms. His weapon is the grape gun and he plays the trombone. Long limbs mean he can keep baddies at arms-length. He can also inflate himself

TINY KONG: Makes her debut, and whips the bad guys with her hair. She can also shrink herself down to fit through small gaps and carries a feather crossbow. Plays the saxophone

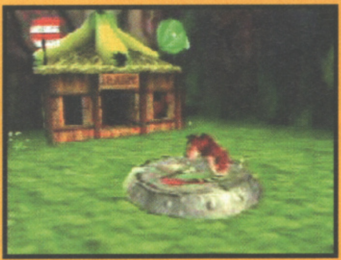
> "Don't let the cuteness put you off"

PLAYING THE GAME

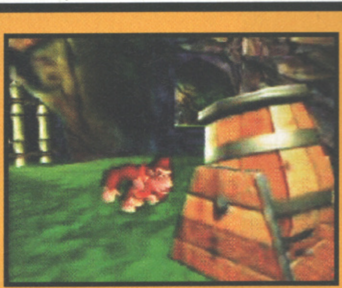
DK64's gameplay owes as much to the adventuring style of *Zelda* as to *Mario*'s platforming. The apes wander around the gorgeous levels seeking out a number of collectibles, rescuing their kinsmen and unlocking new areas. They get around quickly in Bananaports – teleporters that beam you from point to point.



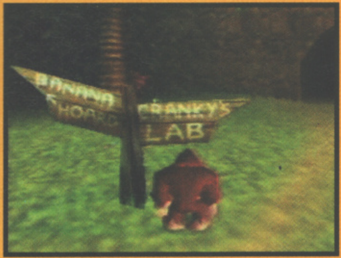
Donkey Kong Country's Rambi makes a brief cameo in the game. He uses his Rhino magic to charge and headbutt stuff to bits



Strange tokens on the floor will teleport you to other places. This one puts you in a ruck with some very bad beavers



Any of the apes can climb inside the cannon and be blasted up on to a higher platform – risking a singed arse in the process

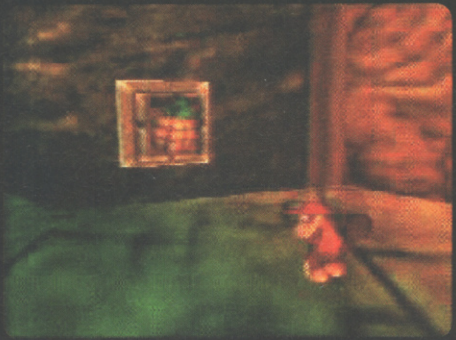


It's always good to pinpoint the position of Cranky Kong on each level. His potions give the apes new skills, and the ability to dance for eight hours solid

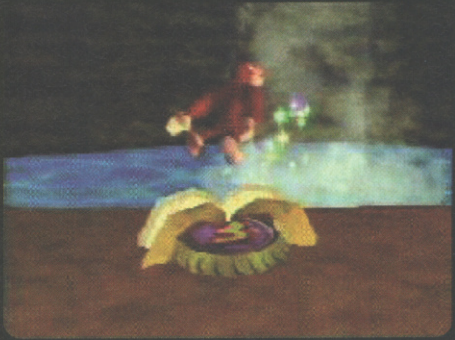
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER G

GENERAL TIPS...

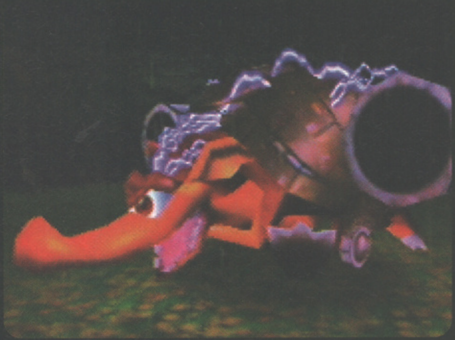
Donkey Kong 64 is a massive game, and we'll be running a full players' guide shortly. Until then, here are a few tips for when you're wandering around aimlessly or beating your head against a palm tree in frustration.



Diddy's looking foxed here by the pineapple icon, but when Chunky becomes a selectable character, his gun will activate it



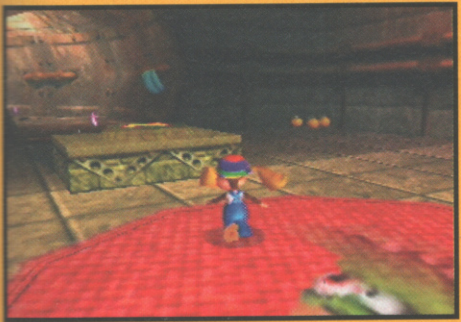
When you find yourself lost in *DK64*'s huge landscapes, bear in mind that the bananaports are numbered logically



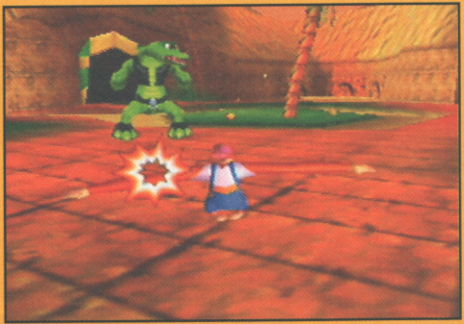
When Armydillo stops rolling around and pokes his nose out, chuck an exploding barrel at him. Three hits and he's mush

OUT OF THIS WORLD

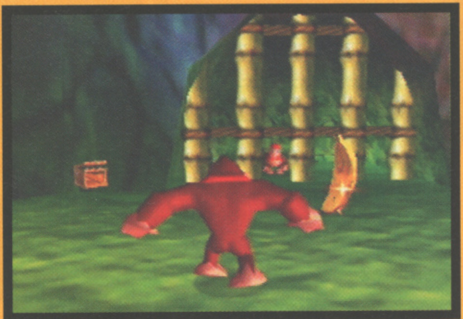
Donkey Kong 64's enormous quest is played out over eight differently-themed levels. That might not sound like much, but each level has areas that can only be completed by using a specific Kong, and there are heaps of secrets that'll make you explore every nook and cranny.



Tiny Kong gleefully skips her way through the Frantic Factory level. As well as putting a stop to K.Rool's production of evil toys, you'll also need to bail Chunky out of his cell



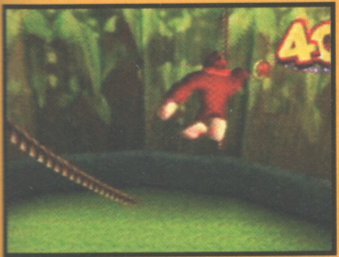
Lanky Kong gets busy bashing crocs on the Angry Aztec level. You'll need to spring Tiny here, and you'll also get to meet the delectable Candi Kong. She's your retail source for musical instruments



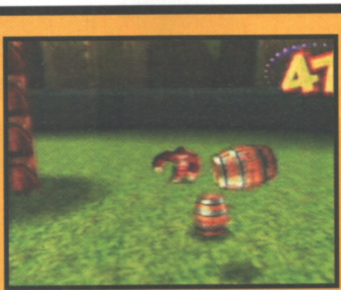
Donkey meets his nephew, who's banged-up on level one. Look out for that banana in the foreground, it will allow you to progress onto the next level

NEW TRICKS

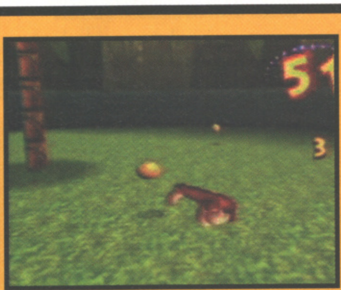
Even an old dog like Donkey Kong could learn a few new tricks for his debut 3D outing. In fact, his dad Cranky Kong won't let him begin the game proper until he has completed a series of basic skills tests against a generous time limit.



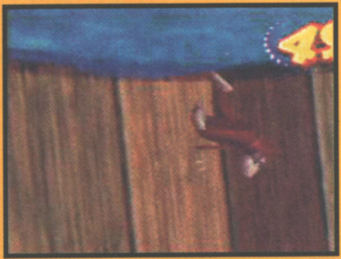
Swinging on vines is an essential tool of the monkey trade. It'll come in useful later on in the game to traverse fiery pits and take aerial shortcuts across the landscape



Just in case Donkey Kong had forgotten the skill that made him famous in the first place, another of the trials involves hurling barrels around. *Mario* had better watch his back, again



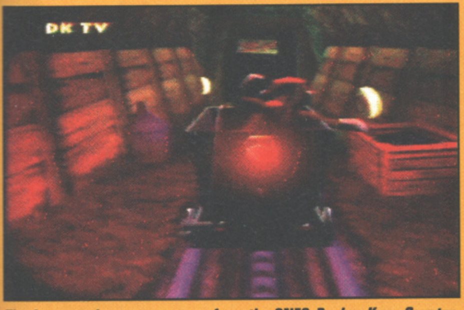
These may look like ordinary oranges, but they have a high explosive content as well as heaps of Vitamin C. They'll kill a bad guy with one hit, but make sure you replace the ones you use



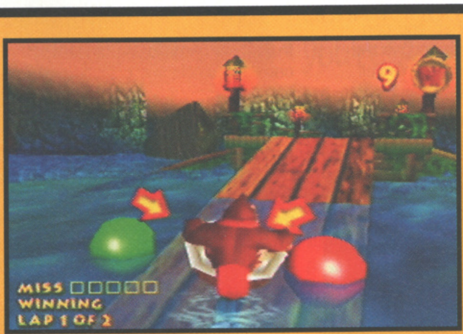
Any 3D platformer worth its salt these days features plenty of water to splash about in, so it's probably best that you learn the art of not drowning early on

GET MOBILE

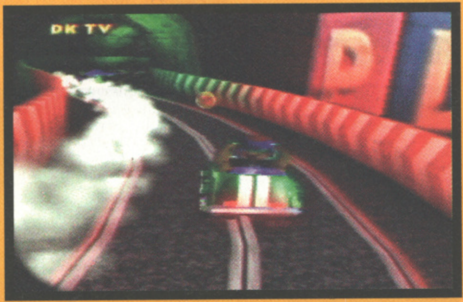
Each level of the game is vast, and it can take a slower monkey, like Chunky Kong, an age to trek across them. Luckily, there's a selection of tasty vehicles on hand to provide some high-speed fun to break up the main platform adventuring action.



The famous minecart sequence from the SNES *Donkey Kong Country* games makes the transition to full 3D. Diddy climbs aboard



Donkey Kong takes to the water *Wave Race*-style, hitting some crazy jumps. You can't capsize the craft and drown DK, though



Rare makes a mean racing game. Tiny Kong uses her shrinking ability to climb into a dinky racing car for a burn

WHAT WE THOUGHT

SELL YOUR GRANNY

Donkey Kong 64 is an awesome game, and with around 70 hours of gameplay, the cost per hour is less than surfing the Net at cheap rate. And a lot more fun.

NOT PERFECT

It's not the best platformer ever made. You'll often find yourself lost in the massive levels. *Mario 64* thrilled with its genius, and *DK64* keeps you smiling by offering something new at every turn. The cutesy style won't impress everyone, but only fools'd let that deter them from a game of this quality. Every character starts with some basic abilities, and builds them up as he goes along. It makes for a predictable game progression, but the expanding abilities add exciting new facets to the gameplay. The innovative subgames always arrive bang on time to combat any slowing momentum.

THE VERDICT

It might be a bit too difficult to get killed, but it's even more difficult to put down. It's 100 per cent fun, from start to finish. Don't let the steep price tag put you off – when you get this home, you'll forget about your bruised bank balance.

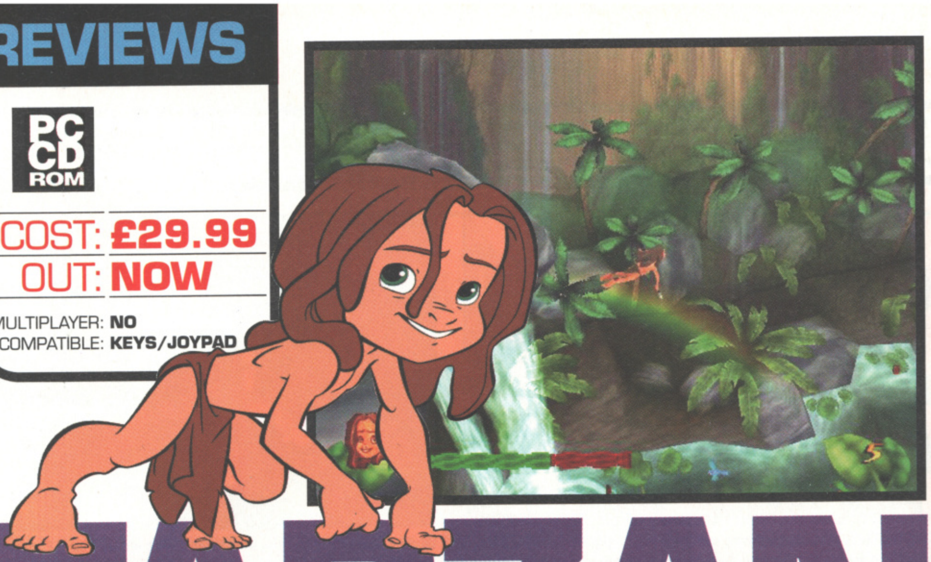
computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Super Mario 64 (N64), *Banjo Kazooie* (N64), *Zelda* (N64)

PC CD ROM

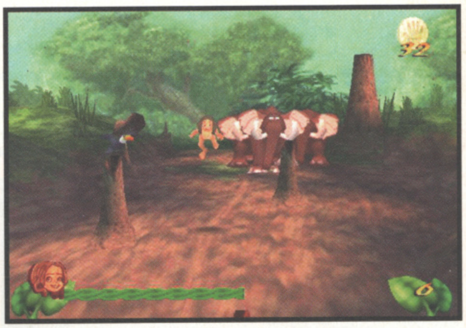
COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **KEYS/JOYPAD**



TARZAN

The movie gets turned into a game. How did they think of that?

WORDS & SCREENSHOTS: DEAN SCOTT



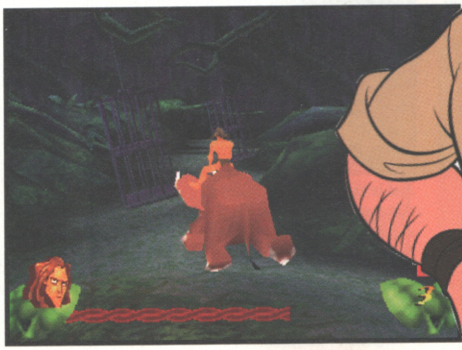
Tarzan flees a herd of stampeding elephants

WHAT YOU NEED TO KNOW

The Disney merchandising machine hits full speed and spits out an adequate video game version of its current animated feature, *Tarzan*. The game follows the plot of the film closely, with Tarzan making the journey from infancy to adulthood, and doing all sorts of Disney stuff on the way. Key sequences from the film appear in the game, and a host of movie clips add authenticity.

MOVIE FEEL

The game is played as a left-right platformer, but with a few pseudo-3D bits thrown in to jazz it up. The graphics are fantastic and convey the style of the movie superbly. Tarzan is an agile chap and can leap, swing and climb across the jungle levels. He defends himself against nasty animals by hurling fruit around and using his knife. The supporting cast of animals are brilliantly animated, drawing your eye even when they're pottering around in the background.



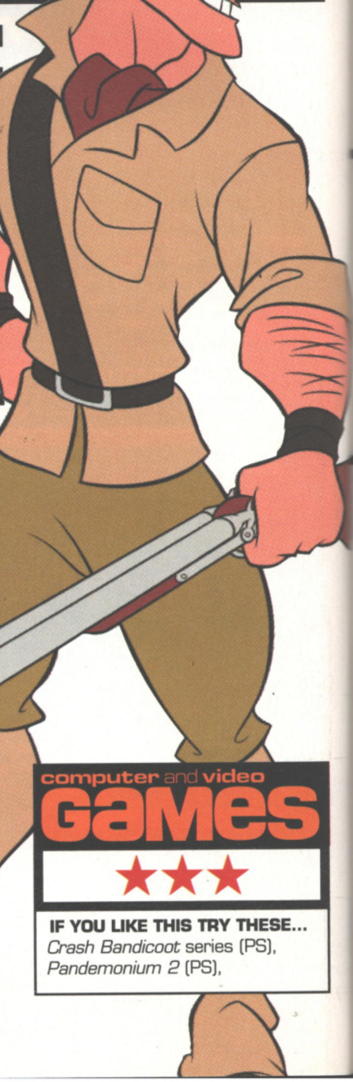
Tarzan's elephant friend Tantor helps out in the later stages

ME TARZAN, ME ALSO JANE

A series of sub-games allow you to play as other characters. You can help Terk, the monkey, trash the human campsite, help Jane evade a pack of angry baboons, and even take control of Tarzan's elephant friend Tantor. Ocassionally, into-the-screen levels recall Crash Bandicoot and break up the repetitive side-scrolling jungle japery.

WORTH PLAYING?

Even on the trickiest difficulty setting, *Tarzan* will not tax the hardened gamer. Younger players and fans of the movie will revel in the opportunity to play a console-style platformer on their PC, even if it's not a brilliant example. The challenge of unlocking all the secret movie clips adds a little long-term appeal, and it's good fun to play in short bursts.



computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Crash Bandicoot series (PS),
Pandemonium 2 (PS),

NHL 2000

The best hockey game on the planet is back for more

WORDS & SCREENSHOTS: ALEX HUHTALA

WHAT YOU NEED TO KNOW

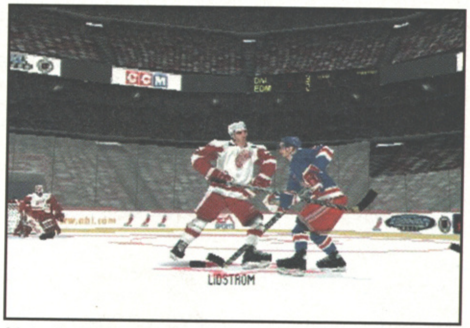
Ice-skating is boring, but not if you're allowed sticks and can beat people up. You can also try and score goals if you want. The most successful hockey game returns for its annual update, with more options and commentary than ever before.

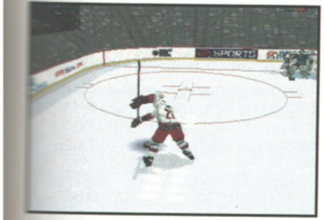
COLD AS ICE

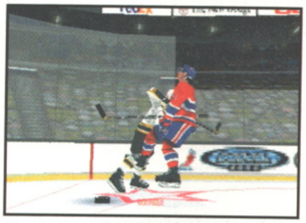
Not a great deal has changed since *NHL '99*, although the obvious graphical differences are noticeable, as is the increased commentary. A far better improvement is the increased frame rate, something that has spoiled previous efforts on the PlayStation. What *NHL 2000* really brings to the game is some new control options with a wider variety of shots. There's also a fantastic big-hit button, which will get you penalised if you use it too often but will flatten an opponent without the need for building your player momentum first.

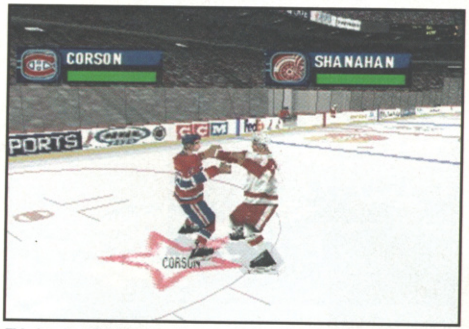
WORTH PLAYING?

Ice hockey is one of the best videogame sports around and this is the best of the bunch. Even if you know nothing about hockey, it's worth a look, as you can pick up the rules as you go along. Or if they get in the way, you can turn them off. It's a fast sport that's highly enjoyable and very playable.


It's too far out for a shot. One-time passes are the key to success


A slap shot from far out is easy to save


The new big-hit knocks players off their feet



This is what the fans love to see – fights. They happen all the time

PlayStation

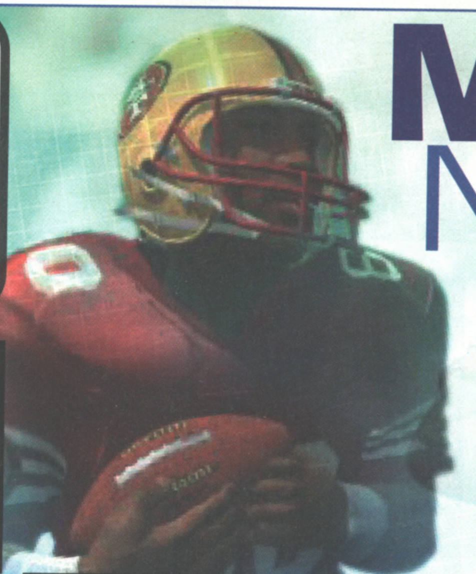
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**
COMPATIBLE: **MULTITAP/ JOYPAD/ DUAL SHOCK**

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
NFL Blitz, *WWF Attitude* (PS)

PlayStation

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**
COMPATIBLE: **MULTITAP/ JOYPAD/ DUAL SHOCK**



MADDEN NFL 2000

John Madden's a national treasure – if you're American

WORDS & SCREENSHOTS: ALEX HUHTALA

WHAT YOU NEED TO KNOW

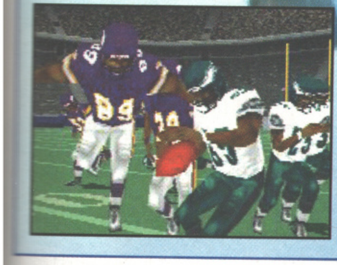
How can you tell the millions of American football games apart? Look for the one with the big red-faced guy on the box, because he's John Madden and has been endorsing EA Sports' annual American football release for the past ten years. He didn't survive in this business with a bad game either, which is why the *Madden NFL* series is one of the most respected sports series around.

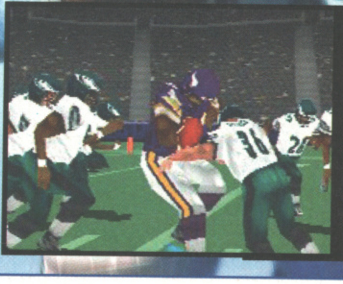
BLITZ WHO?

Madden NFL 2000 is like most other incarnations of the sport – plenty of stats, real teams, players and lots of different modes. But one rival title last year ate into Madden's football pie – *NFL Blitz*. This year it's war as Madden has a brand new arcade mode that's separate to the main game and introduces over-the-top action.

WORTH PLAYING?

We haven't enjoyed a Madden game this much in years. No football title has an easier-to-use play selection system, plus the commentary from Madden and his co-hosts is top. If you want the best *NFL* game around, Madden is still the man.



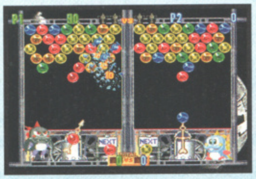

The defence surrounds Minnesota's running back, causing him to fumble. The player animation is great

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
NFL Blitz (PS), *NFL 2K* (DC)

BUST-A-MOVE 4

FORMAT: PC
PRICE: £19.99
OUT: NOW



This game could burst your bubble

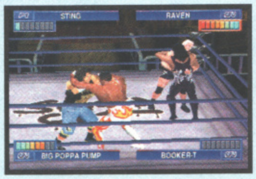
NEED TO KNOW
Nothing much has changed in this fourth outing: you still fire bubbles into the sky hoping to link three or more of the same colour together.

WORTH PLAYING?
There are a few new game options, but not enough to sell to people who already own a version of this game. Any *Bust-a-Move* virgins should make their lives better by getting a copy.

computer and video
Games
★★★★

WCW MAYHEM

FORMAT: PLAYSTATION
PRICE: £39.99
OUT: NOW



Pay-Per-View matches on the Net

NEED TO KNOW
Every *WCW* star is featured along with variations on the standard two-men-in-a-ring scenario. Pay-Per-View is a bit like the telly, only you go online to download passwords.

WORTH PLAYING?
Wrestling fans will love it. The frenzied atmosphere of the matches is perfectly captured and watching the stars' ring entrances is very entertaining.

computer and video
Games
★★★

Dreamcast

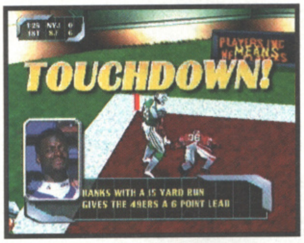
COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/VMU/VIBRATION PACK**

NFL BLITZ 2000

Another Dreamcast American football game – but where 'anything goes'

WORDS & SCREENSHOTS: ALEX HUHTALA



1:42 NVJ 0
1ST S.F 0
TURBO

0:48 NVJ 0
1ST S.F 14
21-MCQUARTERS
TURBO

WHAT YOU NEED TO KNOW

NFL Blitz has developed quite a following, bringing the excitement of American football to people who want, well, more excitement. It doesn't bother with the majority of rules in the sport, instead going over-the-top with ultra-fast gameplay where you must move the ball 30 yards to regain possession, instead of the usual ten. Better than this, there are no penalties, which means you can beat-up other players after the ball is out of play.

IT'S A BIT MAD

The rest of what's on offer resembles your usual American football game. With plenty of teams to choose from and a similar control method of selecting plays from a simple menu system. Although the game has appeared in the arcade and in the home via PlayStation and N64, *Blitz* on the Dreamcast has more plays and much more sound than any other version doing the rounds, including the arcade version.

WORTH PLAYING?

Blitz offers arcade thrills rather than trying to recreate the sport as accurately as possible. It's an excellent multiplayer game if you've got friends who play just as dirty as you, because here, the only way to succeed, is to be really dirty. It may not have the looks of *NFL 2000*, but it makes up for that with plenty of fun.

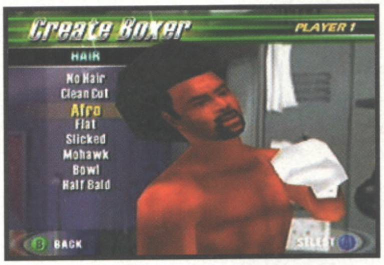
computer and video
Games
★★★

IF YOU LIKE THIS TRY THESE...
NFL 2K (DC), Madden 2000 (PS)

NINTENDO64
PlayStation

COST: **£39.99**
OUT: **NOW**

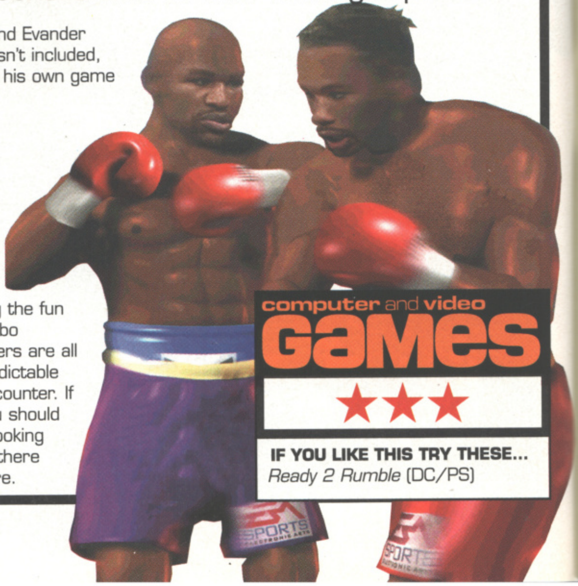
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/DUAL SHOCK/RUMBLE PACK**



MARVIN HAGLER
RAY LEONARD
ROUND 1
0:26

KNOCKOUT KINGS 2000

Step into the ring with the greatest boxers who've ever swung a punch



WHAT YOU NEED TO KNOW

Sport has a simple route to becoming a game – to be recreated accurately as a simulation, or to adjust the thrills, lending the game an arcade feel. *Knockout Kings 2000* falls in between, with slightly different versions of the game appearing on the N64 and PlayStation.

LET'S GET IT ON

The main appeal of *Knockout Kings 2000* is the chance to mix it up in the ring with some of the greatest boxers who've ever lived. All the major weight divisions are included, with the majority of the big fighters, too. If you're a Lennox fan, he's here, along with Mohammed Ali, Joe Frazier, Oscar De La Hoya and Evander Holyfield. Sadly, Mike Tyson isn't included, and Prince Naseem has got his own game out next year.

WORTH PLAYING?

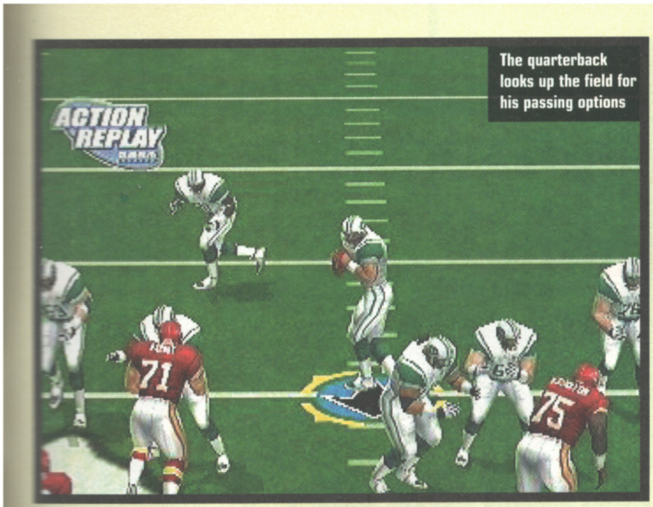
Knockout Kings looks the business, but once you get control of the fighters, things go slightly wrong. The main problem is the combination punches, which are activated with a tap of a single button, taking the fun out of putting your own combo together. The computer boxers are all easy to beat because of predictable moves that aren't tough to counter. If you're a boxing fan, then you should still enjoy this, but if you're looking for a decent fighting game, there are plenty of others out there.

computer and video
Games
★★★

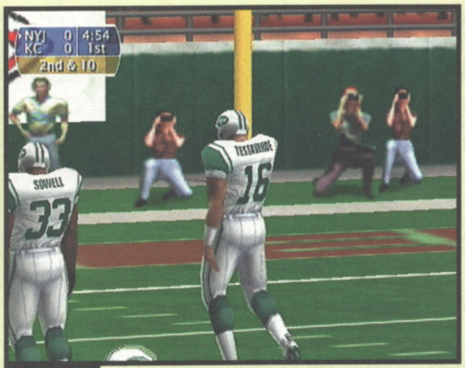
IF YOU LIKE THIS TRY THESE...
Ready 2 Rumble (DC/PS)

Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/VMU/ VIBRATION PACK**



The quarterback looks up the field for his passing options



Even standing still looks incredible

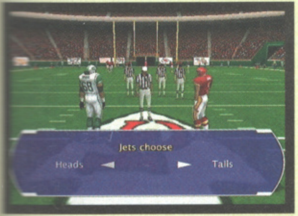
NFL 2K

Best-looking sports game ever – pity it's US footie

WORDS & SCREENSHOTS: ALEX HUHTALA

WHAT YOU NEED TO KNOW

American football, the sport where they stop for commercials every two seconds, has umpteen referees and hundreds of players per team. But who cares? Americans love it and so do we, because it's one of the greatest videogame sports in the world. *NFL 2K* captures it perfectly with all the glamour of the real thing.



WE LOVE ANDRE

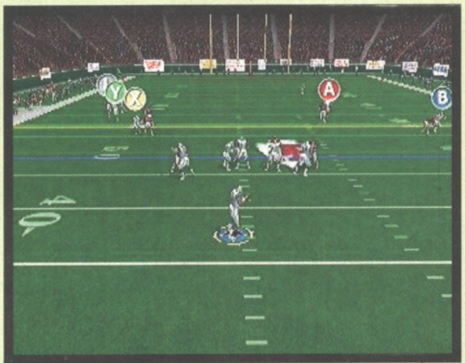
BASIC STUFF

The rules of the sport are simple: each team has four attempts to progress ten yards. If they get to an end zone (the opposite end of the field), they score a touchdown and rack up the points. If they don't progress ten yards then the ball is handed over and the opponents try to do the same. Of course, there are more rules and ways to score, but that's the game in a nutshell. If you're new to the sport, *NFL 2K* has a tutorial mode where you can learn the controls, options and rules.

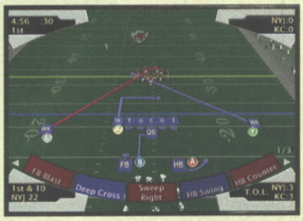
ACTION REPLAY

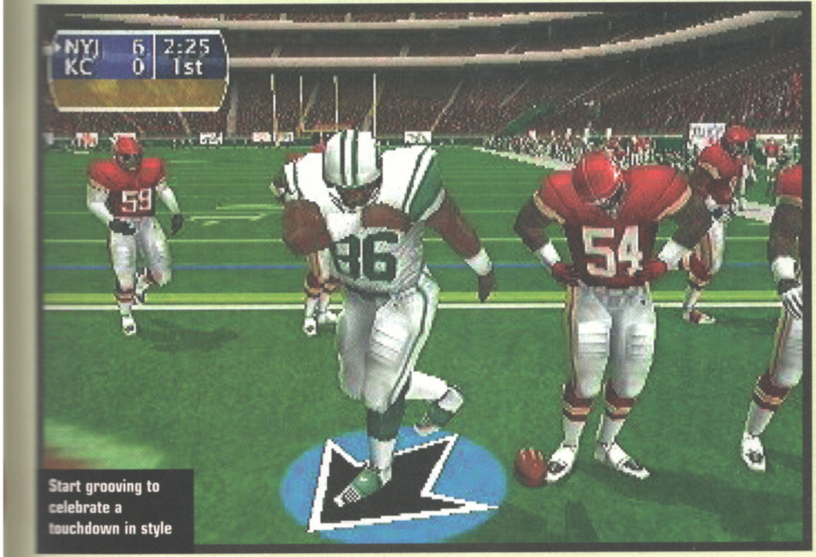
ONLY INNOVATION

The game doesn't feature any remarkable differences to other American football games on the market, but it looks sweet and has great gameplay. The only innovation makes use of the Visual Memory Unit. In a two-player game with only one VMU you can see what move your opponent is selecting on the play option screen. With two VMU's, this information is displayed on your pad, not on the screen – much better.



Passing a ball to the right player is easy when you can see the control symbols





Start grooving to celebrate a touchdown in style

WORTH PLAYING?

A fantastic American football game with all the trimmings. A great control system and stunning visuals have already made the game a hit across the Atlantic. The ability to customise plays and create players means there's plenty of longevity in the title, and after you've won a season there are different tournaments on offer. If only Sega could hurry up and do the same for real football, then we'd have something to get excited about.

ACTION REPLAY

ACTION REPLAY

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
NFL Blitz (DC), *Madden 2000* (PS)

NINTENDO64

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/ MEMORY PAK/ EXPANSION PAK/ RUMBLE PAK**

TUROK: RAGE WARS

A sociable videogame: kill your friends

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

Christmas is coming and the Raptors are getting fat. Best send out our good buddy Turok again to wipe that pointy-toothed grin off their faces. It's the third instalment in the *Turok: Dinosaur Hunter* series – and this time it's all about deathmatches.

SINGLE SHORT-CHANGED

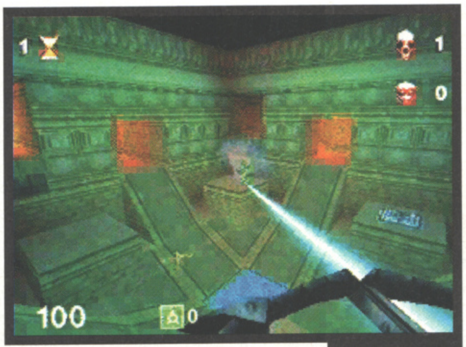
Sensing the shift to multiplayer-only deathmatch first-person shooters, Acclaim has made a multiplayer-only N64 game. There's a single-player mode, but its levels largely take the form of simulated deathmatches where you have to frag a set number of baddies to progress. Occasionally you'll get to face-off against a heavily armoured boss character, or play tag. It's fun, but you feel cheated that a proper one-player mode hasn't been included.

WEAPONS THAT (JOHN) HURT

Good job then that the deathmatch mode is so good, redressing the weak attempt at a four-up frag-fest that was *Turok 2*. The superbly-designed arenas mean you won't be running around long before finding some trouble. *Turok 2*'s awesome Cerebral Bore has been superseded by the Chest Burster – a weapon that impregnates an alien into your enemy's guts. It then bursts out, ripping him to shreds.

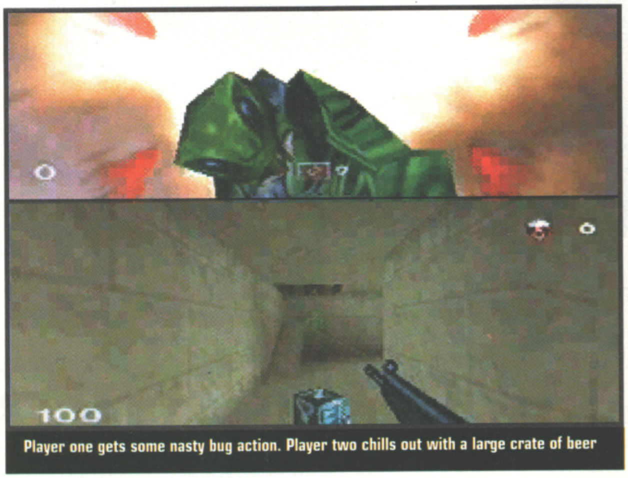
WORTH PLAYING?

If you've got the requisite pads and friends, *Rage Wars* will rock your world. The graphics amaze with an expansion pack and there are enough game options to keep you battling for weeks. The control method is tricky at first, and you might wish for the aiming precision offered by a mouse. Persevere, and you'll enjoy one of the best N64 multiplayer games yet.



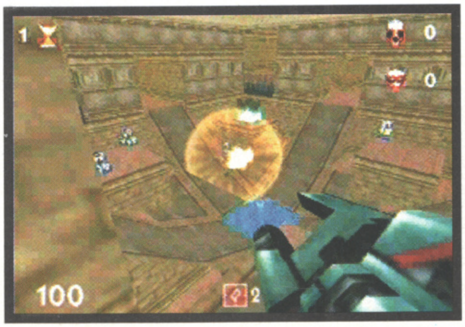
Nail baddies from long range with the laser crossbow

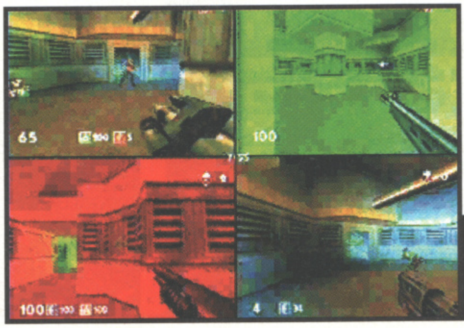
End-of-level baddies take some beating



Player one gets some nasty bug action. Player two chills out with a large crate of beer

Tooled-up with a rocket launcher, yet still getting a leathering





Four-player action! Kill your grandma and baby sister on christmas day. Nice

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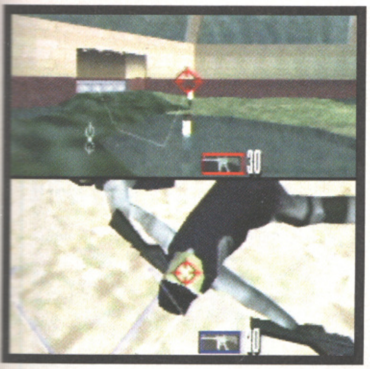

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RAINBOW SIX

WORDS & SCREENSHOTS: MAURA SUTTON

Counter-terrorist thriller takes the N64 by storm

WHAT YOU NEED TO KNOW

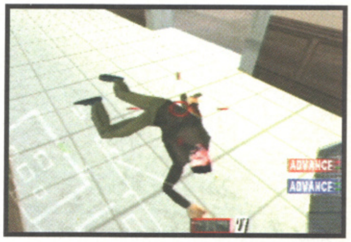
Tom Clancy's counter-terrorist sneak 'em-up has already been a massive success on the PC. PlayStation's conversion was awful. Now N64 owners can finally see what all the fuss is about. For once they get the last laugh – this version's much closer to the PC hit.

SAVE THE WORLD TODAY

Leading a crack team of SAS-style agents, you travel to glamorous locations like Washington's White House to wipe out terrorist scum and save innocent civvies. First, you must carefully plan your mission using detailed location maps.

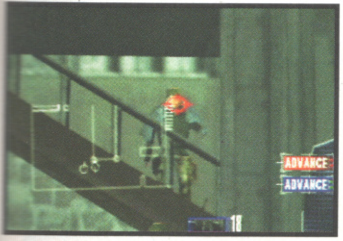
REAL MAGIC

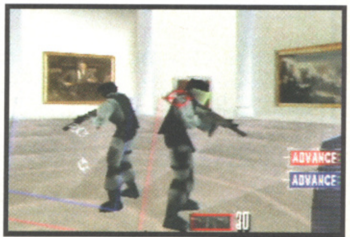
One of the best things about *Rainbow Six* is the focus on realism. You don't get loads of second chances and extra lives in this game. If a terrorist spots one of your men and gets a clear shot, you'll die instantly. Tense? Yup.



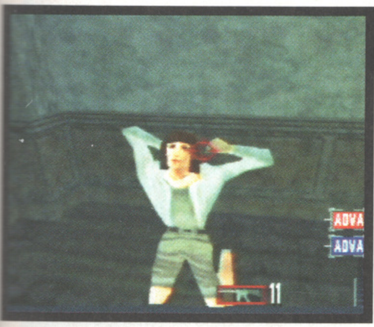
WORTH PLAYING?

Absolutely. The graphics may not be spectacular, but missions are long and involving and inventive use of sound effects and music pumps the adrenaline. It's fairly easy to finish on Recruit setting, but sheer murder as a Veteran.





Back to back – that's what you call cover



Save her or shoot her? Naughty but nice

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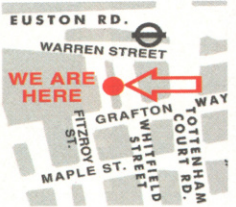

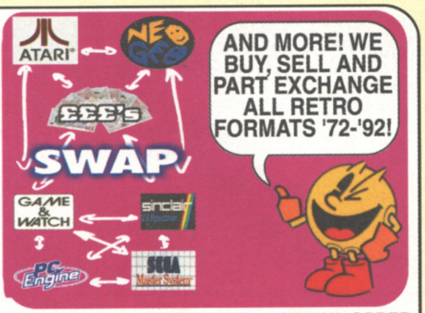

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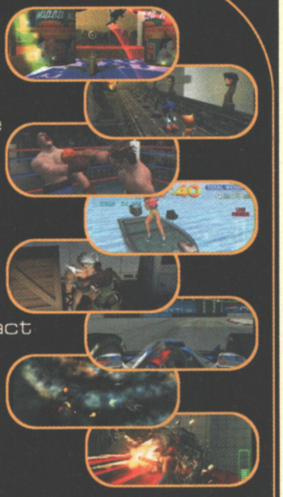

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- Use SEARCH MODE to find your game.
  - Press 2 to select game and enter PLAY MODE.
  - Press 1 to go back through the list
  - Press 3 to skip forward through the list.
- Use PLAY MODE to hear cheats & tips.
  - Press # for Action Replay to repeat tips.
  - Press 0 to return to Search Mode.
  - Press ✱ at any time for Help.

Calls cost 60p per minute.

BACK 1	SELECT 2	FORWARD 3
4	5	6
7	8	9
✱ HELP	0 ABORT	# REPLAY

< SEARCH MODE

PLAYSTATION & NINTENDO 64 CHEATS & TIPS

< PLAY MODE

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 29th February 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accurancy cannot be guaranteed. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Cliam Number to

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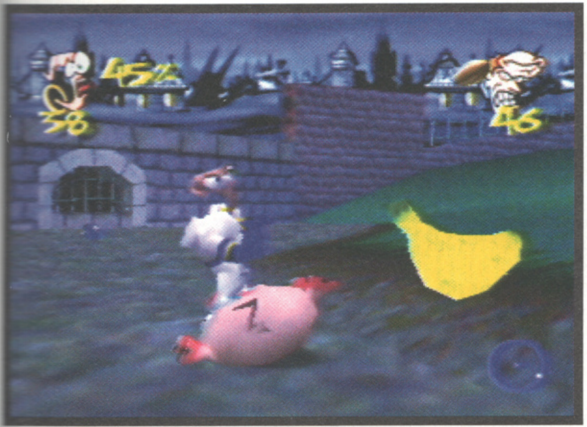
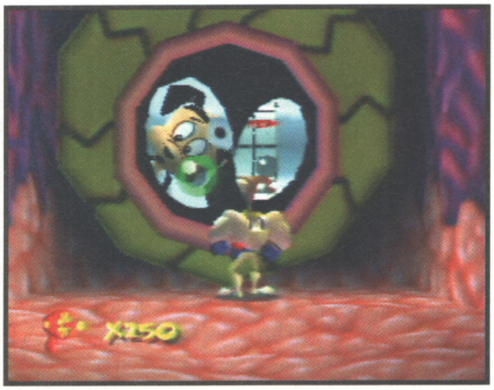




COST: **£44.99**
OUT: **NOW**

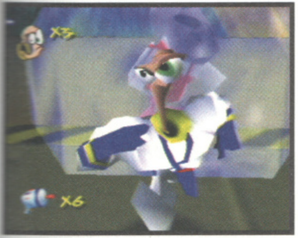
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY PAK/ RUMBLE PAK**

The most famous worm in entertainment returns

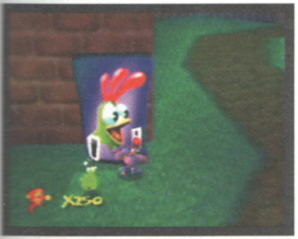
EARTHWORM JIM 3D

WORDS & SCREENSHOTS: IRENA POGARCIC

WHAT YOU NEED TO KNOW
Earthworm Jim's missing some brains. No, honestly. A stray cow fell on Jim's head and knocked him out, splattering his brains. Comatose, Jim has to travel his subconscious, find the missing pieces of his brain and repair the damage so he can wake up. The levels in *Earthworm Jim 3D* are Jim's warped subconsciousness; he must explore each of the different functions of the brain like Memory, Happiness, Fantasy and Fear to get his much-needed marbles back.



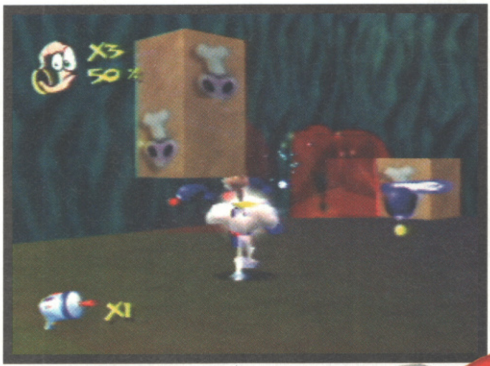
It's Jim! He's heading straight for us



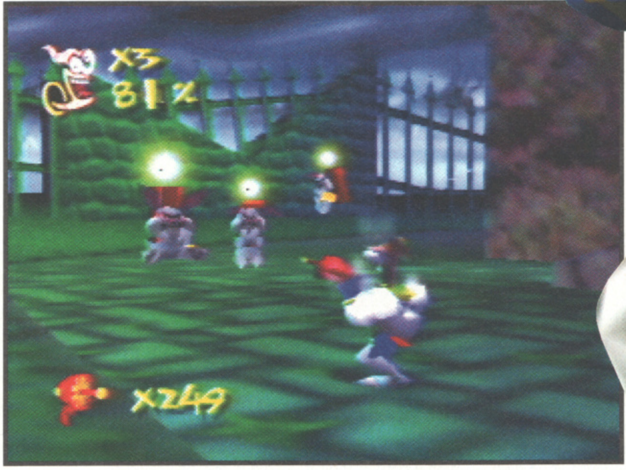
Get extra ammo from these dispensers

BRAINS FOR SALE
Earthworm Jim 3D is a platform game in which you roam freely. Your task is to collect various items, solve puzzles and shoot enemies. Jim keeps his wacky humour from previous adventures and some old characters. There are also plenty new characters, like chicken generals and beret-wearing terrorist bulls that will keep you on your toes.

GET THAT COW
Collecting golden cow udders lets Jim move on to the next level. There are six in total, with more than 30 maps, not to mention secret levels, too. Jim has an arsenal of crazy weapons to help him through. He can throw egg bombs, shoot lasers, or just use his whip.



WORTH PLAYING?
It has been a long time since the last *Earthworm Jim* game so most gamers might not remember this mad space worm. Jim's humour is still totally insane and his adventures remain playable and enjoyable. One negative point is the camera, which doesn't move along with the character, making it hard to spot your enemies. Still, *Earthworm Jim 3D* is a fun 3D-platform game that'll certainly find many fans.



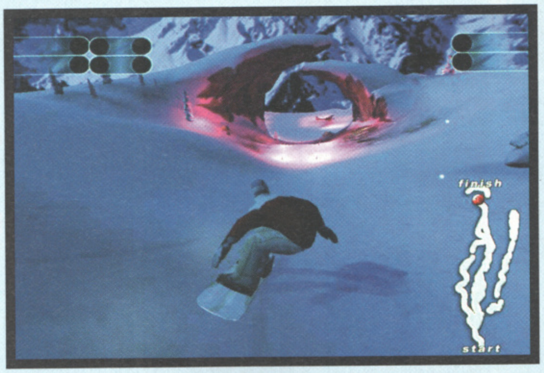
computer and video Games
★★★

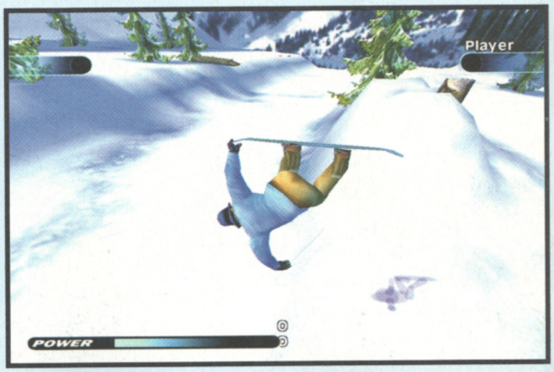
IF YOU LIKE THIS TRY THESE...
Banjo Kazooie (N64),
Earthworm Jim 2 (PS)

PC CD ROM

COST: **£29.99**
OUT: **NOW**

MULTIPLAYER: **1-8**
COMPATIBLE: **JOYPAD/KEYS/ JOYSTICK**

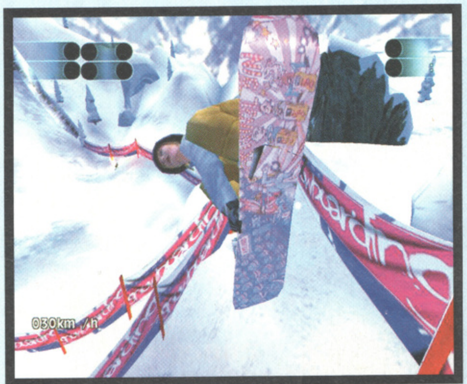




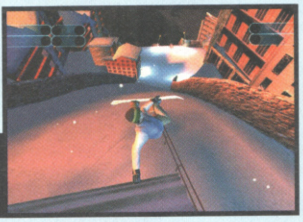
SUPREME SNOWBOARDING

Snowboarding comes to the PC, but will it topple *1080°*?

WORDS: ALEX HUHTALA **SCREENSHOTS:** INFOGRAMES



The game looks incredible – providing you've got a PC to handle it



There are lots of tricks but it can be difficult to land them

WHAT YOU NEED TO KNOW

A visually stunning snowboarding game that's also destined for Dreamcast and Game Boy Color. *Supreme Snowboarding* benefits from the extra memory that consoles can't match to create memorable courses with plenty of objects both on and off the courses.

SUNSET SLOPES

There are six different characters to choose from and three different locations. Each location has three courses – easy to hard. Further options allow you to change the time of day you race, with sunset offering the most stunning visuals. There's the usual snowboarding fare, with half-pipe contests, time and trick attacks and racing against friends or computer characters.

MOUNTAIN VIEW

A unique part of *Supreme Snowboarding* is that you're not restricted to the courses. Fences and rocky outcrops will try to restrict you to sections of the course, but there are points where you can bypass these hazards and enjoy some off-piste boarding. While most snowboarding games offer courses that are 2km long by 20 metres wide, *Supreme* has courses that are as wide as they are long.

WORTH PLAYING?

Supreme Snowboarding is an incredible-looking game but at a price: you need a Pentium III computer to really appreciate it. Without this, the frame rate judders and the game is likely to cause motion sickness. There are loads of tricks and the lure of different depths of snow, but it doesn't have the same attention to gameplay as *1080°*. Any contact with an object other than snow results in your boarder falling. The action is better suited to a console, so we'll keep our fingers crossed until the Dreamcast version arrives.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
1080° Snowboarding(N64),
Tony Hawk's Skateboarding (PS)

PlayStation

COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD**

MTV SPORTS: SNOWBOARDING

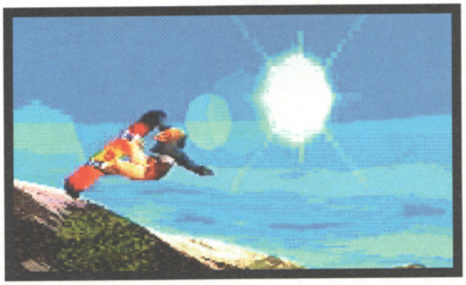
Snowboarding thrills with cool musical accompaniment

WHAT YOU NEED TO KNOW

One game that didn't gain as much respect over recent years as it deserved is *X-Games Pro Boarder*. *MTV Sports: Snowboarding* comes from the same team. What made the original great was the course design and now *MTV* takes this one stage further.

DIG DEEPER

It's easy to pick up and play and after a while you'll get more experienced with the large variety of tricks on offer. But it's the courses that stand out. It's much wider than most other boarding games with objects placed in positions so you can use them to your advantage. Best of all, you can create your own course with a create-a-park feature.



WORTH PLAYING?

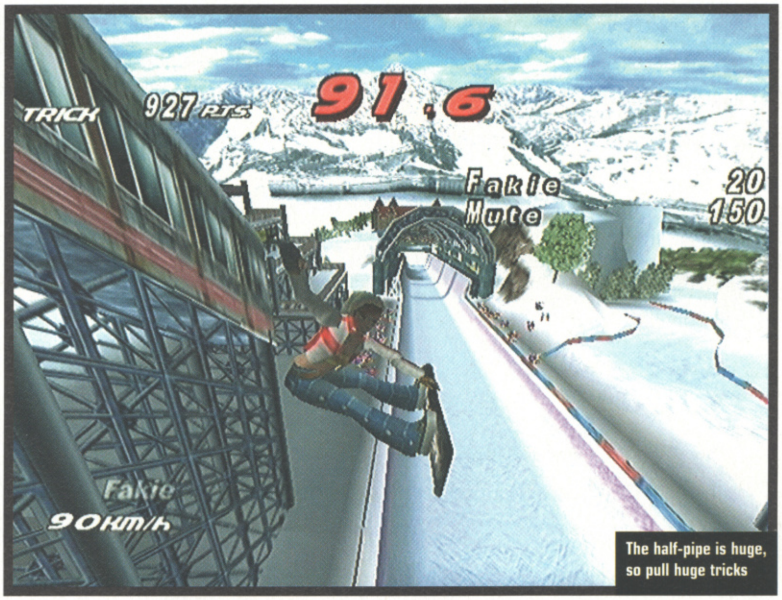
Not a game that leaps out at you, but with lots of modes, and cool music, *MTV Sports: Snowboarding* is well worth a look if you're a fan of boarding.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Tony Hawk's Skateboarding (PS),
X-Games Pro Boarder

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/VMU/ VIBRATION PACK**


TRICK
927 PTS.
91.6
Fakie
Mute
20
150
Fakie
90KM/H

The half-pipe is huge, so pull huge tricks

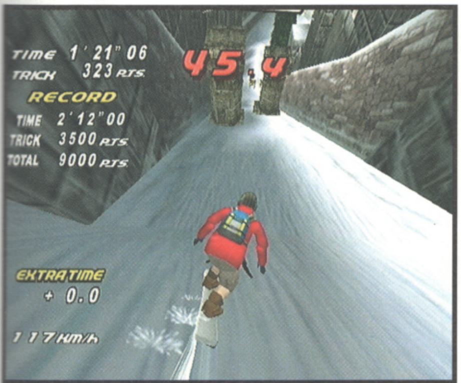
TRICK 1502 PTS. 131.6
Mute

Even bad games look great on the DC

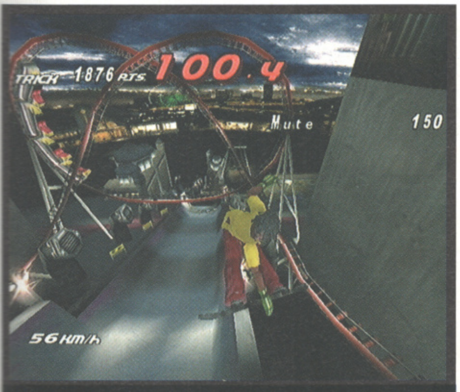
SNOW SURFERS

More snowboarding – it must be that time of the month

WORDS & SCREENSHOTS: ALEX HUHTALA


TIME 1' 21" 06
TRICK 323 PTS.
45.4
RECORD
TIME 2' 12" 00
TRICK 3500 PTS.
TOTAL 9000 PTS.
EXTRA TIME
+ 0.0
117KM/H

It looks better than any snowboarding game in the arcades


TRICK 1876 PTS. 100.4
Mute
150
56KM/H

Wow, a rollercoaster. The background detail is amazing

WHAT YOU NEED TO KNOW

Once upon a time, there was a quirky Japanese company called UEP Systems which made a game called *Cool Boarders* – a game that was the first to cash-in on the snowboarding craze. It went on to make *Cool Boarders 2*, then it left the PlayStation scene and moved to Dreamcast. *Snow Surfers* is basically *Cool Boarders*, from the original team and renamed to avoid lawsuits.

ARCADE ATTACK

The game isn't trying to offer a simulation of the sport – *Snow Surfers* is an arcade attack on snowboarding. Featuring action-packed, unbelievable courses, frantic music and characters that do Keanu-like 'Whoa's' at every available opportunity. There are a variety of riders to choose from, a couple of courses and several different modes. Do well, and the game opens up, allowing you access to later levels. But it's not a question of coming down the mountain first – you've got to get a good trick score, too.

54.1
CHECK POINT
Tail Grab
120
RECORD
EXTRA TIME
+ 0.0
107KM/H

Land a trick and you earn extra seconds

TIME 2' 54" 16
TRICK 402 PTS.
19.1
SECTION
1st 0' 53" 35
2nd 1' 02" 85
3rd 0' 57" 96
Mute
150
EXTRA TIME
+ 0.0
130KM/H

WORTH PLAYING?

Other snowboarding games have come and gone since *Cool Boarders 1*, among them the mighty *1080°*. During this time, the only thing that UEP Systems has managed to come up with is fancier graphics. Sadly, the gameplay hasn't progressed beyond its original game, either. The fantastic trick controls of *Cool Boarders 1* and *2* have simply been reworked to fit within the confines of the Dreamcast pad, so fans of the series will feel unfamiliar with the new game. This makes *Snow Surfers* a real missed opportunity.

computer and video Games
★★

IF YOU LIKE THIS TRY THESE...
Trickstyle, *Tony Hawk's Skateboarding* (PS)

LONG TERM TESTS

TEKKEN 3

FORMAT: PLAYSTATION
COST £19.99 PLATINUM
MULTIPLAYER: 1-2
COMPATIBLE WITH: DUAL SHOCK, MEMORY CARD

Take that, sucker!

WHAT THE HELL IS *TEKKEN 3*?
Where have you been for the past few years? It's a one-on-one fighting game, of course.

IS THAT THE ONE WITH THE BOUNCING TS?**
No, that's *Dead Or Alive*, a nice game but not in the same league as *Tekken 3*. Then again, no game is in the same league as *Tekken 3* on the PlayStation.

WHAT HAS IT GOT?
Tekken 3 has everything: Ten characters, 11 secrets, loads of moves, combos, juggles, quality intros and endings plus a side-step move, which makes it more 3D than other so-called 3D fighting games.

YEAH, BUT WILL IT LAST?
With nine modes, including Arcade, Versus, Team, Time and over 50 moves per character, it certainly has a lot of replay value. You'll spend months mastering the moves, ten-hit combos, multi-part throws, and counters – and the list goes on.

WHAT'S THE POINT OF ALL THOSE MODES?
You can watch endings uncovered in Theatre mode, play a game similar to volleyball in Ball mode and take on two characters at the same time in Force mode.

IT HAS BEEN OUT A WHILE. IS IT STILL WORTH BUYING?
Yes. And now it's on Platinum it's a bargain. There's no reason not to buy it.

ANTHONY CHENG, RHYL

■ **All long-term tests are written by readers.**

RALLY CHAMPIONSHIP

Nothing else gives you the feeling of blasting through a forest at 100mph like…

WORDS AND SCREENSHOTS: DEAN SCOTT

PC CD ROM

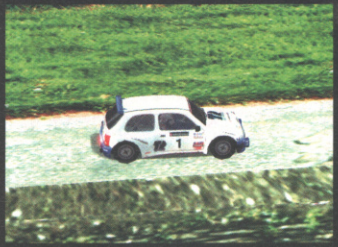
COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **1-8**
COMPATIBLE: **KEYS/JOYSTICK/ STEERING WHEEL /FORCE FEEDBACK PADS**

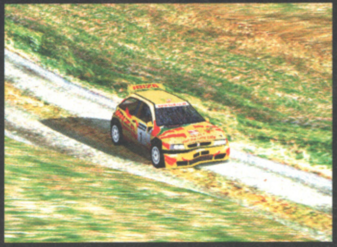
If you're the sort of weirdo that likes to get up at 5am to watch rally cars speed past at close quarters on a wet Welsh morning, then you're a very sick puppy indeed. Thanks to *Rally Championship*, you can now experience that full-on rally rush in the comfort of your home.

HOTWHEELS

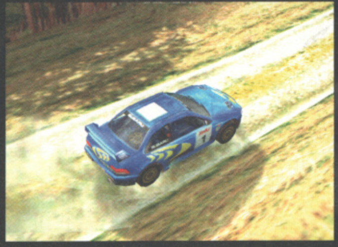
Rally Championship features 25 different cars for you to race. Winning the British Rally Championship with one of the A7 class cars which include the VW Golf or Astra unlocks the beefier A8 class World Rally Championship cars like the Subaru Impreza and the Mitsubishi Evo 5. That's when it becomes really good fun.



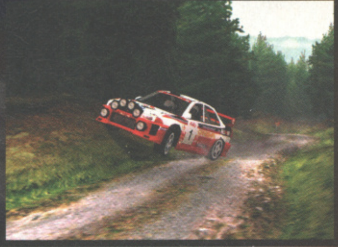
Nissan Micra: In skilled hands it put bigger cars to shame, but you'll want something a bit swifter



Seat Ibiza Cupra Sport: Very quick and handles like a dream, but a bad driver will still wreck it



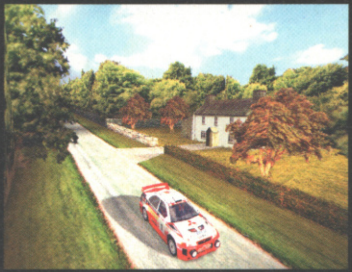
Subaru Impreza: Goes like stink and grips even the loosest surfaces with its four-wheel drive setup

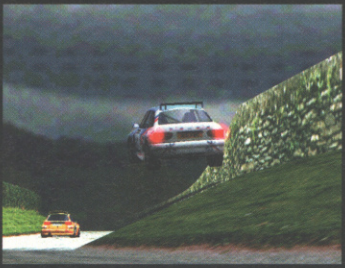


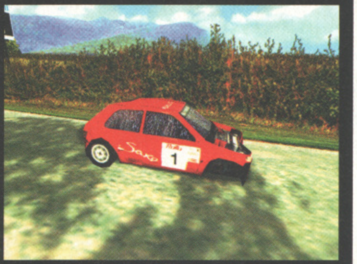
Mitsubishi Evo 5: The most awesome car in the game. It's lightning quick and corners superbly

THE REAL WORLD

All the stages in *Rally Championship* are based on the real-life Mobil 1 British Rally Championship. They're reproduced superbly, and the feeling of hurtling quickly down narrow lanes has been captured well.

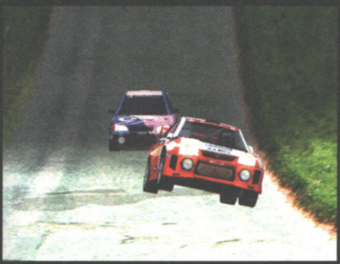

It takes bottle to fly along these lanes in excess of 100mph. Replay mode shows trackside detail nicely

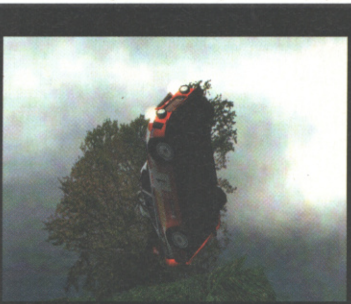

In Arcade mode you can roll the car over sideways in the air, land on your wheels, all without losing speed

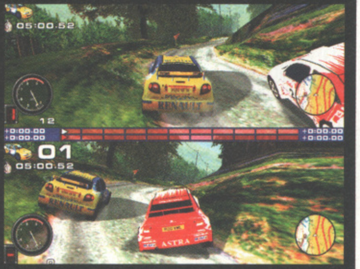

Your car takes damage when you crash into scenery, and you can actually see body panels flying off

GO RACING

Proper rallying is a time trial rather than a race, but *Rally Championship* features an Arcade mode where you race against other cars. You start in 85th position and attempt to make first place over the six stages of the rally. The car physics are altered to give a more arcadey feel.

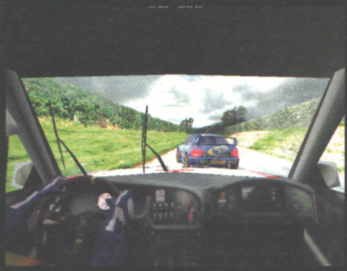

Hit a ridge hard and your car will really fly. Leap over another car for a great overtaking manoeuvre

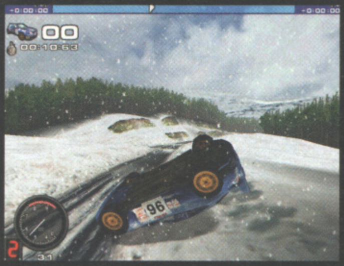

The downside of all this arcade fun is that your crashes will be more spectacular than ever before

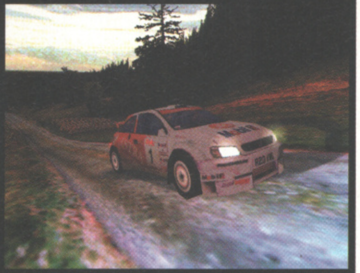

A two-player split screen mode lets you a thrash a friend across some seriously sexy terrain

WEATHER REPORT

As all the courses in *Rally Championship* are set in the British Isles, you can expect some pretty grim weather. This game shows even the most subtle change of weather in amazingly realistic detail. Reach for that woolly hat.


The rain effect is superb. The cockpit view shows rain beading on the windscreen, then sliding upwards


The crunching noise as your car ploughs through fresh snow in the snowy levels is spot on


The sun is just coming up, but you can see enough to go for it more than you would on a night stage

WHAT WE THOUGHT

ATTENTION TO DETAIL

Rally Championship is an awesome visual spectacle. There's not a better-looking racing game on the PC, and the real-life courses and cars make this the obvious choice for the enthusiast. The cars handle like the real thing, and effects like camera flashes going off and cars kicking up loads of dirt really build the atmosphere.

LIKE THE REAL THING

The benchmark for rally games was set by *Colin McRae Rally*, with its superb car physics and playability. *Rally Championship* shares the convincing physics, but the driving feel doesn't come across that well with a keyboard. Play it with a Force Feedback steering wheel and it's the next best thing to actually driving a rally car.

LOVE ME FOR A REASON

Don't buy *Rally Championship* for its Arcade mode. It's overly easily and doesn't feel enough like an actual race to be worth playing over a long period. Rally fans should do themselves a favour and get playing the simulation mode on this game right away.

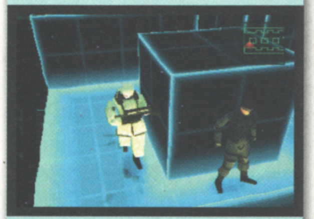
computer and video
Games
★★★★★

IF YOU LIKE THIS TRY THESE...
Colin McRae Rally (PC, PS),
V-Rally 2 (PS)

LONG TERM TESTS

METAL GEAR SOLID

FORMAT:	PLAYSTATION
COST	ABOUT £35
MULTIPLAYER:	NO
COMPATIBLE WITH:	DUAL SHOCK, MEMORY CARD


Is that a Solid Snake in ya pocket?

WHAT'S WITH THE STRANGE NAME?
You play Solid Snake and during the game you take on a huge mech called Metal Gear. Hence the name.

IS THAT IT?
Er, no. You're part of special forces group Fox Hound, and have to infiltrate a nuclear disposal site to stop a bunch of terrorists threatening to launch a nuclear weapon.

SO, A TYPICAL TERRORIST-THRASHING GAME?
No. This is a tactical espionage game which means you have to hide and sneak past baddies without being seen, rather than just killing everyone in sight.

DOESN'T THAT GET BORING?
Nope. You'll get a thrill every time a guard walks past just inches from your hiding place in the shadows. Exciting? Tense? Every time.

ISN'T THERE A PLOT?
Yes. The storyline rivals any Hollywood blockbuster and the characters are really cool. The only downside is the game's too short and slightly too easy.

SO, BEST SELL IT ONCE I'VE FINISHED IT?
Don't. There are loads of secrets and hidden extras you might not find first time. What's more, there's a brilliant training mode with a time attack option that you'll be playing long after you finish the game.

WHAT'S THE VERDICT?
One of the best games on PlayStation, if not one of the best games of all time.

TOM DENTITH, DEESIDE

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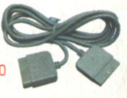

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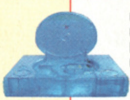

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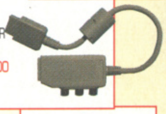

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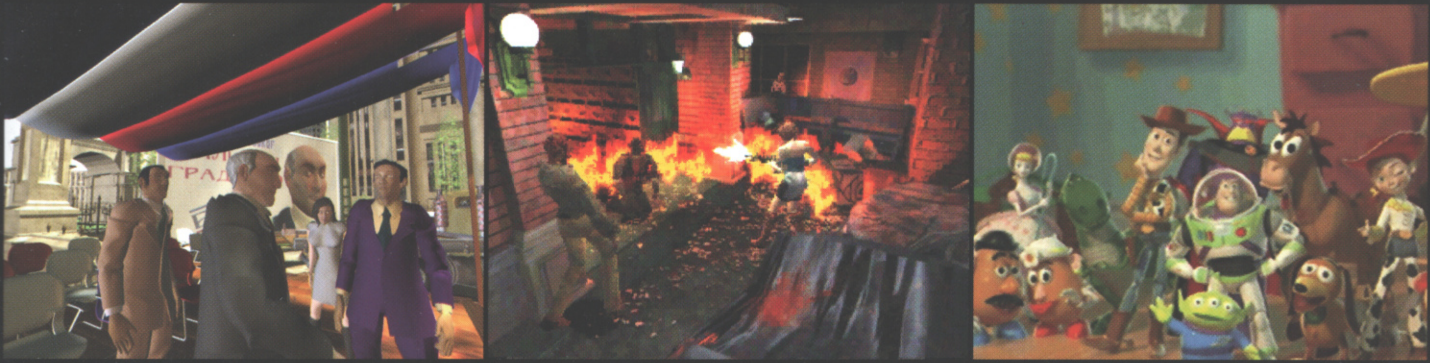

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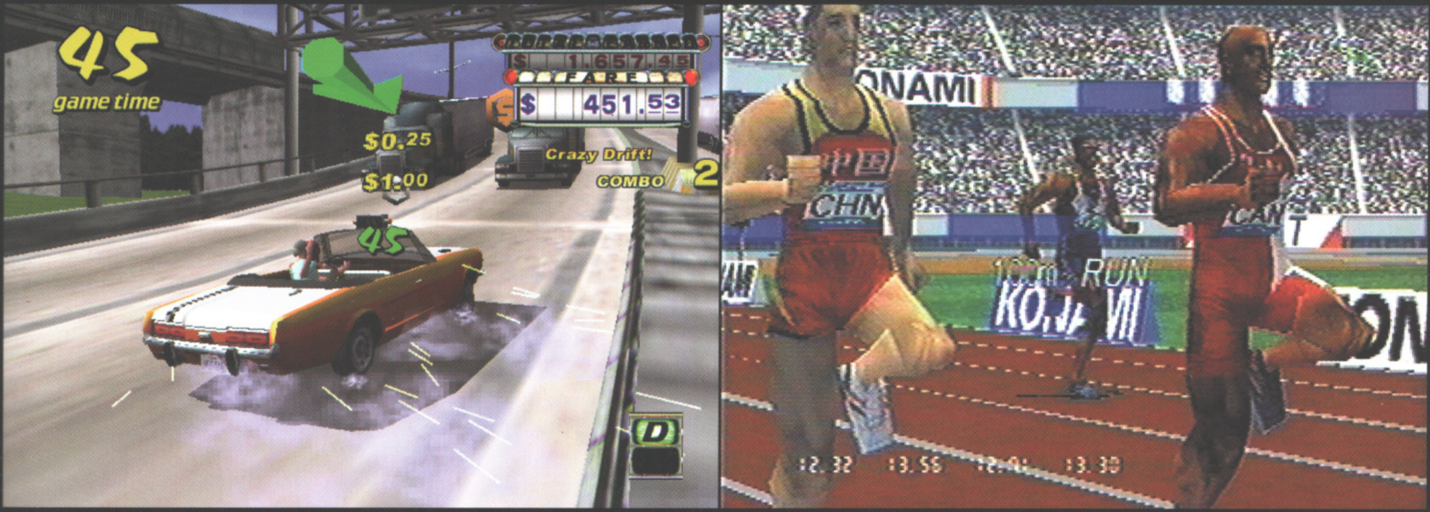
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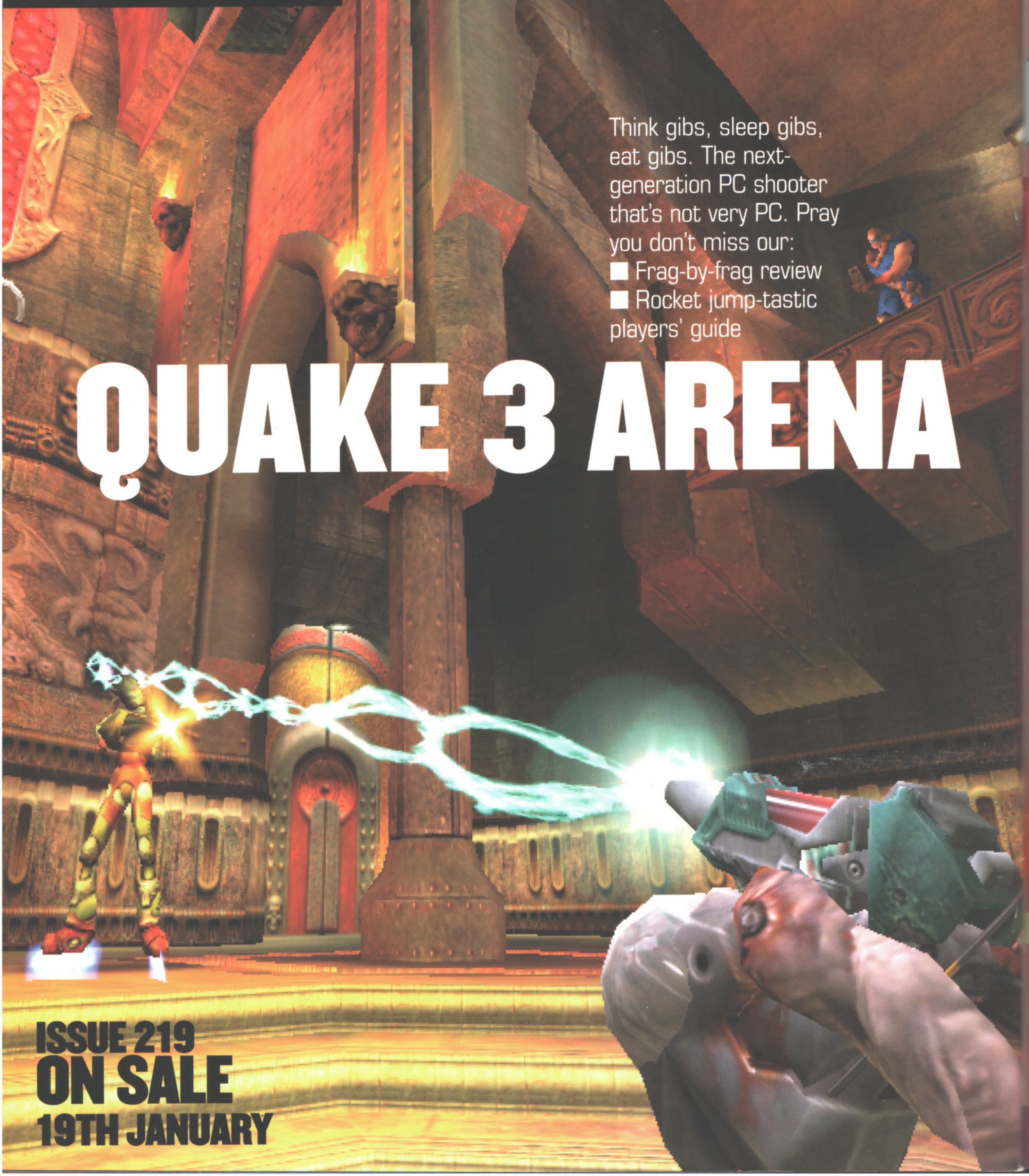

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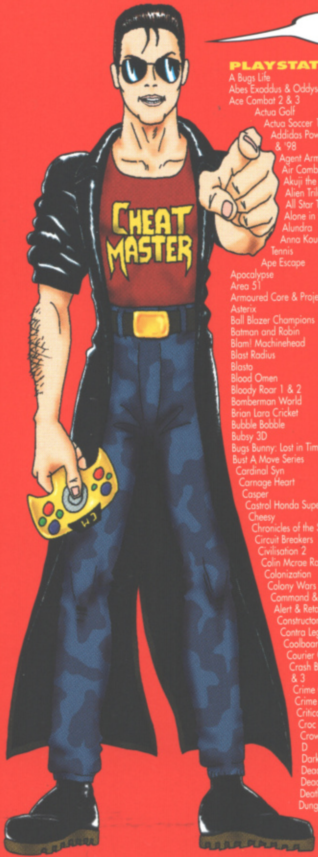

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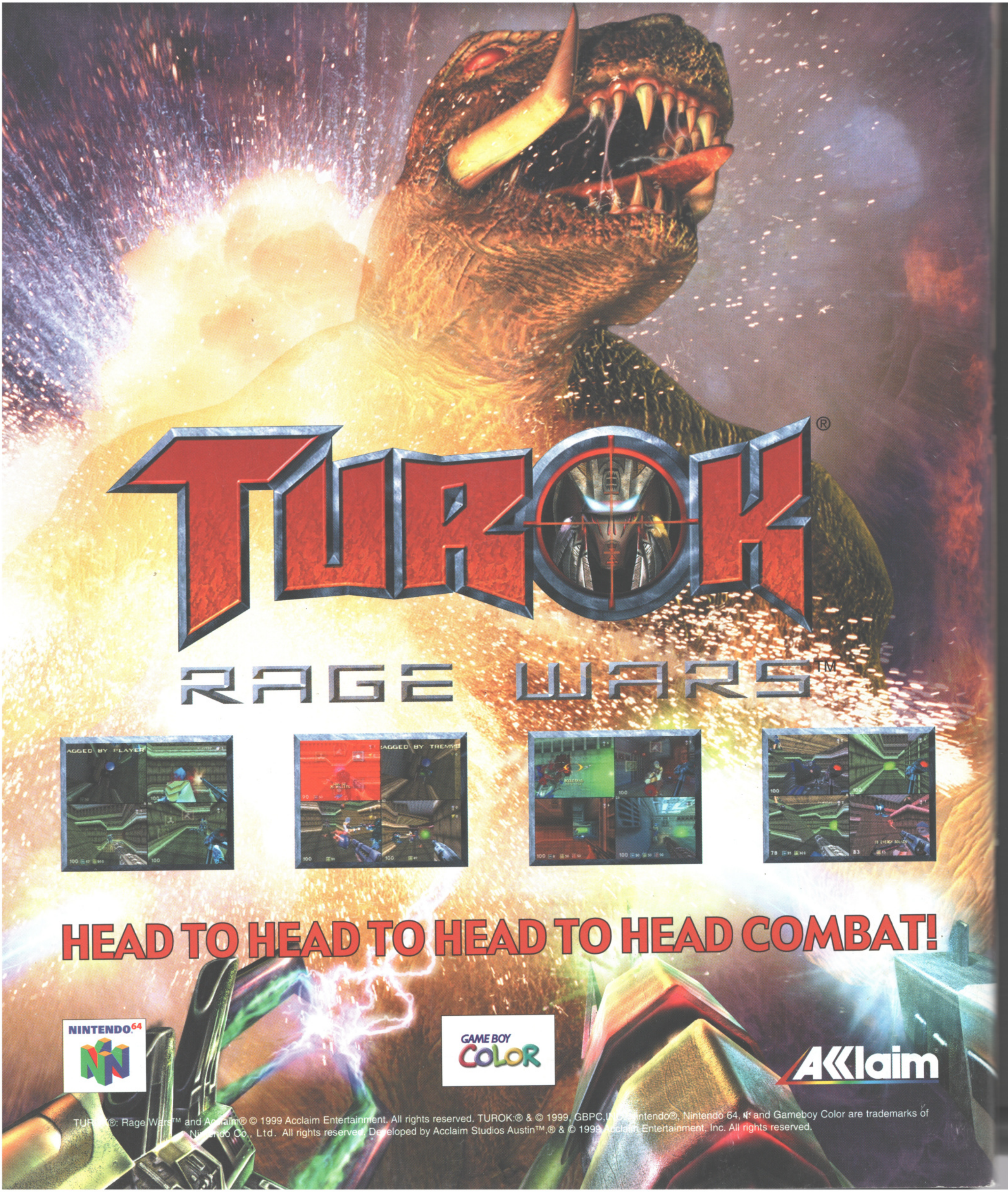
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